

PLUS: TOP SECRET

Game guides, top tips and sneaky cheats!

REVIEWS • EXCLUSIVE DEMOS • THE BEST-SELLING VIDEOGAMES MAGAZINE ON THE PLANET



OFFICIAL UK

ISSUE 55

PlayStation Magazine

RESIDENT EVIL 3 NEMESIS

IT'S THRILLS, CHILLS AND JILL BAIT IN OUR TERROR-IFIC EXCLUSIVE REVIEW!

IN COLD BLOOD

Pssst... Want the inside scoop on the next Metal Gear? We unmask Sony's top secret project!

INCOMING!

PlayStation2 overdose! Shiny new shots of Tekken Tag, GT2000, Ridge Racer V, ISS 2000 and too many more!

REVIEW AVALANCHE!

RESIDENT EVIL 3: NEMESIS

GRAN TURISMO 2

ISS PRO EVOLUTION

F1 WORLD GRAND PRIX

TRICK 'N' SNOWBOARDER

HELLNIGHT

OVERBLOOD 2

RISING ZAN: SAMURAI

NHL FACE OFF 2000

MARY KING'S RIDING STAR

ACE COMBAT 3: ELECTROSHERE

SHADOW MADNESS

INTERNATIONAL TRACK AND FIELD 2

SUPERCROSS 2000

JURASSIC PARK: WARPATH

VIGILANTE 8: 2ND OFFENCE

REEL FISHING

ARMY MEN: AIR ATTACK

TRIPLE HIT BASEBALL

NBA SHOWTIME

AND MORE!

GRAN TURISMO 2 REVIEWED!

We get under the bonnet of the ace racer. Huge review!

QUAKE II - FULL GUIDE ■ DUKE FOR PS2 ■ FIRST UNREAL SHOTS!
SPIDER-MAN ■ THEME PARK WORLD ■ PREMIER MANAGER 2000
DUKES OF HAZZARD ■ GTA2 - ALL CITIES MAPPED ■ F1 2000 INFO

FEBRUARY 2000 £4.99 02
9 77367 447005

Future
Publishing
Your Guarantee
Of Value

Jaguar XKR

155 mph

airborne

Welcome to driving heaven

It's a Corvette Stingray in Rome, it's a Chevy Camaro Z28 with sports intercooler,
it's a Subaru Impreza rallying on the Tahiti beach, it's 2B tracks.

It's over 500 count 'em! of the world's fastest motors at your oil-soaked fingertips.

It's heaven with no much horsepower we needed two discos

it's GT2, it's heaven,

And it's here.

△○×□

www.playstation.co.uk/GT2



PlayStation®

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION.

© 2001 Sony Computer Entertainment Inc. Developed by Polyphony Digital Inc. Published by Sony Computer Entertainment America. All rights reserved. Sony, Sony Computer Entertainment America, PlayStation, Gran Turismo, and the PlayStation logo are registered trademarks or trademarks of Sony Computer Entertainment Inc. All other brands and product names are trademarks of their respective companies. © 2001 Sony Computer Entertainment America. All rights reserved.

OFFICIAL UK PlayStation Magazine

CONTENTS

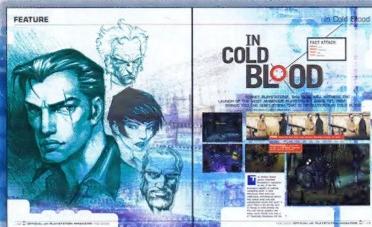
ISSUE 55
FEBRUARY 2000



page 032

Rally Championship

Is this the end of the road for Colin McRae?



page 042

In Cold Blood

Special Agent PSM exposes Revolution's spying game

BLUEPRINTS

Speedball 2100 030

In a hundred years time, all sports games will be made that way

Rally Championship 032

Forget the beach tracks of Greece, this game brings you the grittiest in realism. Hello Wales...

World Championship Snooker 034

You've got to have balls to make a snooker game. 22 balls in fact.

Colony Wars: Red Sun 036

In space, no-one can hear you cream wave after wave of alien ships

Premier Manager 2000 038

Infogrames strip off their latest football management update

Round Up 040

A cheeky peek at future fun

PREVIEWS

Rally Masters 052

The Swedes emerge from their saunas and prepare to take on the world

Beatmania 054

Japanese Bemani weirdness with a Euro tweak. The beat goes on

Theme Park World 056

Ready for the ride of your life? You have to design and build it first...

The Dukes Of Hazzard 057

Just the good old boys. Never meaning no harm. Beats all you evet' saw. Probably

59 ROLLAGE STAGE II



57 THE DUKES OF HAZZARD



60 COOL BOARDERS 4



54 BEATMANIA

36 COLONY WARS: RED SUN

34 WORLD CHAMPIONSHIP SNOOKER



52 RALLY MASTERS

54 BEATMANIA

FEATURES

In Cold Blood 042

Revealed: the plot to bring you the biggest game of the year

Midget Gems 062

Allsorts! The mini-games you have to play and where to find them.



"We've produced an action-based game that's primarily about stealth"

IN COLD BLOOD PAGE 042

"Many of today's mini-games were considered to be state-of-the-art"

MIDGET GEMS PAGE 062



A SNEAKY PEAK AT THE FUTURE'S MOVERS AND GROOVERS

PLAYSTATION2

- ④ Screenshot overload!
- ④ Hype overload!
- ④ Coverage overload!
- ④ Overload overload!

Before our PS2 coverage kicks off in full next issue, here are a few treats...

The pre-Xmas press call went something like this...
"Evening, Official here. Can we have some pictures of your PS2 games?"

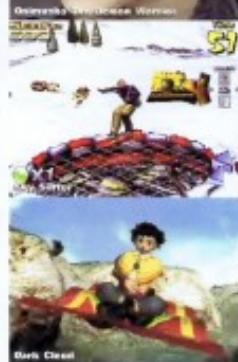
"No, you can't – it'd stop people buying games for the original PlayStation. How about some shots of *Tenacious D: Retro Reverb: Volume XII* instead, so the kids will see what to spend their HMV vouchers on..."

Obviously, our treachery didn't stop there and we've brought you sixss of the best PS2 games around. However, poor Xmas and it's a very different story. Cool new titles such as *Dr. Gold's Blood* are being announced to put those dubious Xmas numbers back in shape while publishers now reluctantly begin to leak out details of their full PS2 range. Yes, the games industry has seemingly woken up to the fact that gamers have the in-built-i-grease to enjoy – and yes, by

the likes of *Gran Turismo 2* for PlayStation3 but also want to read about *The Smancer* for PlayStation2. Yea, they can do both. Like, duh.

Enough blabbing. The screenshots on this spread show just how far games such as *Tekken Tag*, *Onrush Drift* and *Ridge Racer V* have come on and with just a few weeks to go now until that 4 March launch, our coverage is set to go postal as of next issue. We can't wait and it's with this in mind, that we'd like to make an announcement or five:

D1) Despite what you read elsewhere, the ONLY UK magazine with a PlayStation2 BEFORE the Japanese launch will be Official UK PlayStation Magazine. Yes, we'll have it in early February. Brilliant. DU) Yea, we will be travelling over to Tokyo for the launch to bring you the definitive coverage on this huge event. D2) We'll also be giving you the chance to win your very own PlayStation2, months before the UK release. D3) And before you ask, we're NOT stopping our coverage of the original console. Games for *Call of Duty: Black Ops*, *Unreal* and *Driver 2? Already in the bag. D4) And finally yes, we are very BLOODY EXCITED indeed about point (1)... ■*



A GLIMPSE OF THE FUTURE



BIG SIGNING-ON FEE, BIG CONTRACT, BIG CAR
BIG EGO, ALL WAS GOING WELL FOR RED'S
NEW FOREIGN STRIKER, ROBERTO FORTUNA.
NOW HE WAS AFTER A BIG BOOT DEAL.....



ROBERTO'S BROTHERS, A COUPLE OF MERCENARY AGENTS, HAD BLAGGED FREE TICKETS FOR THE GAME.

WE COULD MILK THIS CLUB FOR ANOTHER 10 MILLION QUID AND WE GET 15%!

EACH!

I LOST MY HOUSE, MY WIFE AND MY CHILDREN, BUT I HAD TO FINANCE MY SEASON TICKET SOMEHOW!



The businessmen are winning. You need to bring on a substitute.

Whatever football game you've got, replace it with
THIS IS FOOTBALL, and make the beautiful game beautiful again.

△ X O □

www.playstation.co.uk/football



Snailmail: Feedback, Official UK PlayStation Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW
 Specemail: Feedback@psonline.co.uk Web: www.psionline.co.uk

FEEDBACK

SOMEONE DISCOVERS THEIR CONSCIENCE THIS MONTH, WHILE SOMEONE ELSE IS VERY CONFUSED INDEED. AND WE SET THE TONY HAWK'S HIGH SCORE.



EDITED BY

Dan Morris, PSOne magazine editor. Address all letters and email to: Editor, Mail us three copies and questions to: Feedback@psonline.co.uk

In this issue, can I play Tomb Raider II on my PS2? PS2 games will be so... technologically superior to anything we've ever seen before that current PlayStation hardware won't be able to cope. That's include. Or something.

DIGITAL DISCS

I've been following with much interest all the press on PlayStation 2, which I feel is all very exciting - the big issues being backwards compatibility and being able to play DVD's. Being a hearing impaired person I rely on subtitles when watching movies. As I understand it, more DVD discs and players have options that enable the user to access subtitles. Will the PS2 be able to access them?

Ben
London

PlayStation 2 is a fully-functional DVD player as well as a game console. It therefore follows that subtitles featured in a DVD movie will be accessible. Once PlayStation 2 will give access to subtitles you will then be able to read and enjoy the subtitled movie dialogue that subtitled such classics as Return To The Blue Lagoon and jaws 3D. This is A Good Thing. ▶



MOVING FORWARDS

First off, I'd like to say congratulations on the new look PS1. I love it, and I think that it's a dramatic improvement on the old one. But out with the old and in with the new - let's talk PlayStation 2. The PS2 is, as we are all glad to know, backwards compatible. But will PlayStation be forwards compatible?

Miki Basile
email

What is kind of



MORALITY BITES

Whilst re-playing Return of the King, I hesitated before killing one of the targets that I had always shot straight away - the scientists. To my horror they went down on their knees, put their hands behind their heads and said "I'm unarmed - please don't kill me!" But you have to! It's terrible!

Now, if there's a huge tiger and the only question is which one of us is going to get out of the quarry alive, then there's no contest. And although it's not altogether a fair fight - my pistols out of their teeth and claws - if he gets close enough, he'll do enough damage to kill me quicker than I can kill him. So sorry, tiger. Enclosed or not, off you go to the great Safari Park in the sky.

I do have a problem with letting the unarmed people, though, even if they're not real, and especially if they are begging to be saved. But the captain can't be compelled without it. I hope I am not alone in feeling uncomfortable with this. This is the first game in which it has happened to me. Everything else that I have had to kill posed an immediate threat to me, and in some games (Tomb Raider, Resident Evil, Metal Gear) I get as much, if not more, satisfaction from successfully avoiding the animals/zombies/ugly/guards as from killing them.

Audreca
email

A good point. At the moment games tell us that characters are disposable, and that it's OK to shoot targets indiscriminately. This is an angle that the mainstream press seem determined to highlight as a root cause of corruption and violence in the youth of today. It's an old argument that has been levelled at every form of mass media this century. However, games are becoming more sophisticated, artificial intelligence is improving dramatically, so at some point developers will start dropping moral issues into their games. If a non-player character is capable of thinking a problem through, let's give them some freedom to make decisions and to change the outcome of a game for the player. Once that starts happening the way we play games will change and become ever more complex. In your case, lack of choice was the problem. There's a scene in Metal Gear Solid where you round a corner to discover a trio of soldiers sat smoking taps and having a chat about their wives and kids (ardonably). Here you're faced with a choice. Blow them up, or leave them as. You decide. Your choice. Kids stuff? Pah.

STAR LETTER



To fire, or not to fire? That is the question. Whether 'tis nobler to shock the soldiers by surprise. Or leave 'em be...



LOOK, we tearing, we pop up, lovely textures, and all in game texture. Superb. This one is ten. Obviously.

PUSH THE ENVELOPE

How do you justify awarding games like Tomb Raider 4, Quake II and Spyro 2 ten out of ten for graphics when those of FFVII are far superior and push the machine to its absolute limit? Surely FFVII should be the benchmark.

Ric
e-mail

Interesting point. It's somewhat misguided, yes, the FMV sequences in FFVII are jaw-dropping examples of the power of PlayStation network, but the organic graphics aren't exactly mind-blowing. The reason games like Quake II, Spyro 2 and TB4 get high marks is because they push at the limits of in-game graphics, cutting down all that pop up and tearing, that was 100% creation at the limit of the console. Anyways, at the time we received this mail Spyro 2 and Tomb Raider 4 weren't even on the shelves, so how do you know what they are like graphically? Hmmm.

HAVE A GO HEROES

My friend and I have been having a few fights over a particular point to do with Final Fantasy VII and VIII. Since you at PSM are like the Gods Of PlayStation I thought you could stop us fighting. Presuming that Cloud is not really proportioned, who do you think would fight – Squall or Cloud?

George Hill
e-mail

Hi George. A common theme in Feedback this month is bemoaning every month, the concept of who's the hottest in a game. Let's look at the contenders. Squall swinging his scimitar must be at an instant advantage by virtue of the fact that his weapon is a gun and a blade. Similarly sorted up, Cloud puts himself at a distinct disadvantage by having multiple personalities. The argument could rage all night. Cloud's deformed, Squall's got glass eyes, Cloud's got rock hair, Squall's a skinny git... But everybody knows Lara could span both of them with one arm tied behind her back.

TOP SKATERS

I can beat your score for Tony Hawk's. You stated that your best score is 38,000 pts. Check out my high score 59,033. That's not my best either. My best is 79,666 pts. I haven't got that film developed yet.
Mr S. Noble
Portsmouth



FEEDBACK EXTRA

NOTES PLUCKED FROM THE HESSIAN FOLDS OF POSTBAG-SAN

Cool Tim (aka, Reality) leaps from the Nip pile of readers numbers this month with the question: "Why is Pac-Man a 12-and-over game?"
Gonna make something to go with peeing pits? Meanwhile, Tim Baldwin from Hove chipped in with, "I am disgusted by the price of games today. The cheapest new game

GAME OVER
SCORE 18,635,987
HI SCORE 18,635,987

RETRY
EXIT

SELECT

The challenge is lost, the gauntlet has been thrown down. Any takers?

Further to Mr Noble's effort, and a number of phone calls implying the PSM team are a bit dim, our best score is now 18,635,987. Come and have a go now! Break-a-ha-ha...

YAROZE DOES IT

I am writing to ask if black PlayStations are still available, and if so, where can you get them? When I bought my PlayStation I had heard about them, but I didn't know what they were until I borrowed PS4/2 from a friend. I am interested in programming, but using a ZX Spectrum gets boring.

Matt Black
Lydney

Interest in the black, programmable PlayStation they call Yaroze has waned down in recent months. That said, calls into PSM Towers suggest you lot want the Yaroze games to return to our cover disc. Why have they dropped off? Because none have

been submitted of sufficient quality. The solution is obvious. Sorry still support Yaroze on their Website so order one from there for get a second-hand one from such newsmen as Mr. Amnesiac, yourself, or programming and give us your best efforts. Oh, you'll need a PC too, and knowledge of C++ and Visual Basic. Solution? See PSM42 for our full explanatory feature. ■

All letters are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and style. We cannot answer letters personally.

Write Us!

We're at home with your Bloody Bytes stories, Readers' Charts, Booty entries and just about anything else. Also remember to check out our space site at www.psmonline.co.uk. On-line newsletters on the way!

really confusing to use after I had got used to the other design. Why??? Ent. Game down Jim, you'll be yourself a mischievous. Frighteningly Siwan Higgins levitated a threat in the direction of Mr. Kannan. "I'm writing to say how annoyed I am about all the release dates I'm getting for ISS Pro Evolution. I'm on the verge of suicide. I don't know if I will last until February. Still, it's only a videogame..." (Meyers, article - Ed)

AFTER CENTURIES OF AGGRESSION, WE
ENTER THE NEW MILLENNIUM WITH
RENEWED HOPE. PEOPLE WILL REALISE
THAT ALL THE FIGHTING, ALL THE WARS,
ALL THE BATTLES SIMPLY LEAD TO LOSS,
POVERTY, SOLITUDE. SELF-AWARENESS
WILL KICK IN, ANGER WILL SUBSIDE,
VIOLENCE WILL BE SUPPRESSED, TEMPER
WILL BE SUBDUE AND THE WORLD WILL
FINALLY HAVE EVERLASTING

FOOTBALL



PlayStation.



LOADING

ALL THE NEWS
FROM THE WORLD
OF PLAYSTATION...

THIS MONTH...

UNREAL

World exclusive: The PC's greatest space buster is coming and we've got the pic-a-thon... page 114

OFFICIAL
EXCLUSIVE!



THE KINGSLEY BROS

The developers behind Take-Take Rainbow Six talk past, present and PlayStation2 future... page 116



MOVIE MADNESS

Inside info on the latest Hollywood duds, as Konami sign up The Munsters and others... page 122



NURSE PAIN

Once more into casualty dear friends as Ms. Mandy gives her verdict on yet more... page 122



PLUS!

BEST OF THE PS2-BOUND GAMES: TAKEN - LA + ARKAGE, TAKEN - UNIVERSE DIVIDED AND THE WORLD OF YAHOO! X-META CHAMPIONS LEAGUE, VAPR 2000, CHAOS...

The stars drivers are already here for Formula 1's first race in the forthcoming F1 2000 season. Now it'll be able to race a full season as it happens for real.



WHO'S DRIVING FORMULA 1?

GRIDLOCK

EA ANNOUNCE A NEW OFFICIAL FORMULA 1 TITLE

There's a pit full of Formula 1 drivers sat on the grid at the moment. The field includes entries from teams Sony, Eldes, Ubisoft and now Electronic Arts, who've given PSF a sly peek at their big hope for next season - F1 2000.

Producer Pete Smith is in the driving seat and he

reckons that F1 2000 can become Formula 1's answer to football - the most-watched sport in the world, money can buy. Many of the features which EA are eyeing will set F1 2000 apart; we're already in place. "There's still a lot of time to take it from a simply being a good formula 1 game to the best PlayStation Formula 1 game ever," Pete assures us.

The timing of the late March release is crucial. Why? Because it's the start of the F1000 Formula 1 season and this is the first and only racing game to feature the official drivers, cars, tracks and venues from the new F1 season. For the first time, you'll be able to play along with the new season as it unfolds.

Although no mention of walnut-inlaid steering wheels was





The incredible AI
means that even computer-controlled opponents may crash, or spin off the track.



made the Jaguar team will certainly be included. The FIA sources has given EA access to all areas, including the new Indianapolis track which is at J. under construction. EA assure us they're being kept informed of any changes that take place and will be implementing as many of them as they can to make the game as realistic as possible.

The FIA reckons EA are most proud of, though, is the AI. Your opponents lock wheels on corners, blow out on straightaways and spin off the track. "Swing cars spinning off corners in front of you makes you realize that the AI really is something special," says Price. "We want to make F1 as exciting and involving as possible."

With Murray Walker and Martin Brundle returned to F1, EA decided to have a fresh approach to their presentation and commentary. In the

"EA reckon that *F1 2000* can become to Formula 1 what *FIFA* is to football!"

this game you're actually part of a Formula 1 team," explains Smith. "And your pit crew tell you, 'All you need to know... for instance, when your car's over-heating or if you need to pit early.'

Damage is lovingly rendered with tyres flying through the air, cars shedding rear-view or bits of bodywork, all captured for your amusement on the instant Replay Mode. It's a departure from the Standard Replay Mode; you're able to pause the game at any time and replay the last ten seconds before continuing. In the

same vein, all of the usual trim and options will be accessible during the main game. Car set-ups can be tested, changed and re-tuned without exiting and re-entering the game. If cars are complicated creatures, so F1 can be. Complicated creature, so F1 are working hard to make the setup process as user friendly as possible. For instance, the effects of your braking will become immediately apparent as the consequences of any changes are displayed to you there.

Behind the scenes, EA have gathered an impressive gang of

mechanics to create their F1 masterpiece. Smith namechecks the greats. "We've brought together the best people."

Developers from Physicsoft and Visual Sciences, including Matt Eich the lead programmer on *F1 97* who's giving a great deal of guidance. All are working under the watchful eye of Bruce McMillan (Mr. F1 himself). "Bruce is giving *F1 2000* a frightening amount of attention," cautions Smith. McMillan is a man well known for his attention to detail and commitment to recreating every aspect of a sport. It'll be interesting to see if EA adopts an F1 97 in the race, it's in the race design for *F1 2000*.

With four F1 games to choose from, gamers will be spoilt for racing choice next season. CC ■

UNDER COVER

This intense rumour, whispering behind closed doors, seems to be true.

• Computer game developers who've got permission that *Final Fantasy VII* will have over a million copies sold by Christmas and \$100 million gross worldwide. A Christmas night, we here assured it's not far off *PlayStation VR*, which managed seven million. This suggests how many more titles could be released on these platforms. *Final Fantasy VII* is already showing signs of becoming a cult classic.



• These boys need to get a *Grand Theft Auto III* download with *Street Fighter III: Third Strike*. They're going to the bar instead. It's accounts the most popular game in the US, according to sales figures and *Forbes* and released in the UK. The standard version of *GTA III* comes in no less than 12 versions, featuring different weapons, different levels, different bosses and April 2000. *Pilot* (Sony's online gaming service) has been sold to *PlayStation* and *PlayStation 2* users can now play *GTA III* on their home console.



• A few days ago, a Japanese game for the *PlayStation* was causing headlines to bring in the Japanese media. Want To See You... Your Lover Is My Lover is a game that's been created to get in the market. It's police round Tokyo may illegal, say, and pick up a copy of the less-censored *Adult Entertainment*. Other than sex, death, love and violence, *Super Robot* offers plenty in its limited edition bonus, full of stickers, posters and other super robot accessories, like wings.



"You play a bounty hunter tracking down AI machines."

Here they are! The world's first screens of the PlayStation version of Unreal. Yes, they are a bit sparser but this is, um, very early...

ALIEN RESURRECTION

KEEPIN' IT (UN)REAL

UNREAL MAKES IT TO THE PLAYSTATION. AT LAST

GT Interactive are preparing to bring Epic's PC smash, Unreal, to the PlayStation. British-based developers Paradoxical are at the helm and hope to emulate the success enjoyed by Hammerhead when they brought Quake II to the console.

Unreal is set on a mysterious alien planet. You play a bounty hunter faced with the task of tracking down three AI machines that have outstripped on the insatiable little robo. Problems arise when you stumble across an army of vicious aliens, the Saar, who have unashamedly big native plans for both the helpless A and you. Sound like a challenge.

An inside source at Paradoxical spit a few of the beans. "We've been working on this

title for 12 months now, though not everyone on this team was involved from the very start. We built the engine using the original PC engines framework, but optimised it for space and speed. Right now we've managed to fit in about 45 completely new, good solid levels.

characters and a powerful storyline. We've designed a new weapon, called an instant gun, which is very cool indeed!" Unreal will also have a Multiplayer Mode, although no details are available at present.

And what are the chances of Unreal Tournament being released for PlayStation?

"Well, the PlayStation's on-line capabilities are still unknown and as Unreal Tournament's first and foremost an on-line game, it'd be hard to see a way of putting the two together easily for the moment," -owever, Epic are

tremendously excited by PlayStation, so if the new game sells well, who knows?" ■
Stop press! As PSN went to press, Unreal had been put back to November, for a complete makeover. More next month.

UNREAL

but we'll squeeze in even more before we actually rip the game in May." Make no mistake: This is an entirely new game, built specifically for the PlayStation.

"It's similar to the PC original, but much more single-player oriented, with strong

local co-op and online features. It should look stunning on the next-generation console," says lead developer, Jim Gibson. "Unreal looks like hell, but it's looking down ready to kick ass in a might minute." So, there's something along those lines.

UNDER COVER

• Internal reports reveal that Japanese sales aren't all down the drain. In fact, sales of the new console, the Neo Geo, are up 10% on last year. According to Sony, it's because the high-anticipated nature of the machine's launch has led driving sales. Another classic little myth appears, though - it has passed. [Read Next - 46]



• Although most sources insist the release of Phantasy Star IV: The Last Mission is imminent, developer Irem's official website still places it being released in the second half of 2000. That's a whole year off. Still, it's a 3D strategy game. Men in pants that actually think this will get in less. Headless to say, this one is planned to cost £100, good to see that the budget for the game will be reasonable. It will be released in the fall.

• Values are changing the rules for PlayStation. Releasing DX (Doom, Duke Nukem and the rest) game on the console is a bad idea, and also sell just one copy and everybody gets an accurate full version. Personally, we can think of better uses for the most powerful console on the planet. Why not save the budget for other titles? And if you're a game that's been cancelled in your head, consider getting DX (different) or Williams shaped tables. There.

• Incredibly, Hammerhead are still developing Track & Field games for PlayStation, to be released in conjunction with the Summer Olympics in Sydney. Which are just around the corner. And if you're not interested in running, there's a whole host of other sports.



Hammerhead's Hammerhead games should soon dominate the next-generation console's sporty output. No more Hammerhead looking like last year's down ready, just here to fight fire with fire. Or something along those lines.

UNDER COVER

In anticipation of success for their top-rated War II shooter, Medal Of Honour, DreamWorks are already章程ing up for PlayStation. The creators of War II are now looking for experienced game designers to work on a new PlayStation game. We hear that DreamWorks already have a top-secret PlayStation2 game in development, so if you're a Model Of Honour pro with the coding we need...



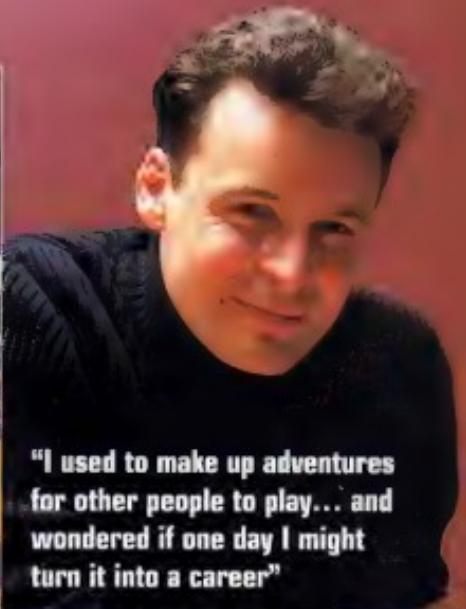
• **Medal of Honor** (2000) is a Japanese action shooter set around World War II. It will use ultra-realistic and fast reflexes will be needed. It's currently being developed by DreamWorks and is due to hit the PlayStation2 in autumn 2001. DreamWorks' feedback on console games is really interesting, it appears any game they can put together, there's no way it'll impress them.

• **Aladdin** (2001) We'll never call ourselves game writers this time, that's to help the Uncle search-coloured blocks and add them to a stack of 10,000. It's really hard to make a game like Aladdin, but we'll do our best to make it look good.

• **Blast Heretox** (2001) We've got a few more developments of a game underway in between working on Aladdin. So far, we've released all game shops to put copies of Doom, Duke Nukem, Alien, Portal, Resistance and StarCraft. And we think there could have been a Resistance Doctor in the version we're working on.



• **Warrior Within** (2001) Based on the documentary, *Documented.com*, with your name, age, address, telephone number and a paragraph about yourself.



"I used to make up adventures for other people to play... and wondered if one day I might turn it into a career"

THE FUTURE, AS SEEN BY...

THE KINGSLEY BROTHERS

THE REBELLION BOYS CHAT ABOUT PAST, PRESENT AND GUNLOK



Even years ago Jason and Chris Kingsley started up their own development

company known as Rebellion. Close links with the Atari Jaguar and Sega Saturn took their toll, but, as the team behind Take 2, Rainbow Six look ahead, their future couldn't look rosier.

PSM: What made you want to work in the games industry?

Jason: I'd always been interested in playing games and Dungeons & Dragons at school. I played them at lunchtime with a bunch of friends and used to make up adventures for other

people to play. I used to do it and wonder if one day I might turn it into a career.

Chris: We worked together on a few things - lots of freelance design, freelance programming, freelance graphics... it then made sense for us to set Rebellion up. It was just the two of us in the basement of our house and we were very nervous when we took on our first employee.

PSM: Can you give us a brief history of Rebellion game by game?

Jason: Our soft-launch? The first project we were commissioned for was Rebellion via Aliens Vs

Predator for the Atari Jaguar which won lots of awards.

Unfortunately, the Jaguar wasn't a big commercial success. We released Chequered Flag on that format as well. We were then commisioned by Fox to do Aliens Vs Predator on the PC.

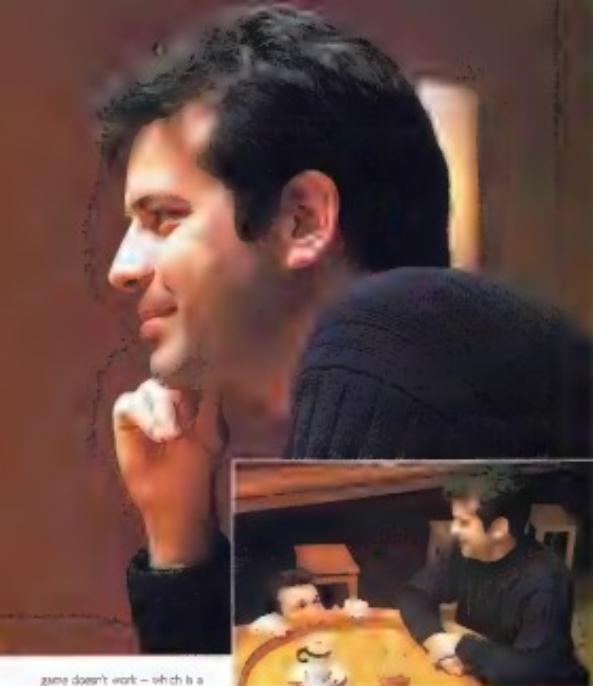
We had technologies in Alien Vs Predator that people are talking about now as unique in the game coming out next year, for example we had nurf surfaces in the water, we've got turbulent motion of particles - effectively an engine engine, although we never called it that.

Chris: And of course more recently there was Ash vs. Evil

on the PlayStation. We've started doing some of our own publishing as well, with a game called Cluster on the Game Boy, which was re-released earlier this year. We've also done Mission Impossible for the Game Boy.

PSM: What's next for Rebel?

Jason: We've got a title called Gunlok coming up next year, which is the first of our own titles that we've really put our own money into. We've done everything ourselves and that hopefully will be the beginning of a popular franchise. We decided to just have a go, we'll be the ones to take the blame if the



game doesn't work - which is a bit of a scary, responsible situation to be in.

PSM: Tell us about Guntlok.

Jason: Guntlok is a third-person, real-time, action strategy game.

Chris: It's set in the future on Earth but there are no humans around. You play Guntlok, a robot who becomes sentient and decides that he has to do something about all the bad stuff going on around him. He has to explore and build a team of fellow warriors and invent a big conspiracy theory to uncover.

PSM: Any chance of a version of Guntlok for the PlayStation?

Jason: At the moment Guntlok is PC only, but we're looking very strongly at changing, adapting and re-working it for PlayStation and PlayStation 2.

PSM: Do you think storytelling is becoming a more important part of PlayStation games?

"I think storytelling is important, but it's just one leg of the gaming stool"

Jason: I think storytelling is important, but it's just one leg of the gaming stool. Computer entertainment will become more popular but there will still be a place for games that are just to do with gameplay and have absolutely no story whatsoever.

Chris: Which is perfectly legitimate for an interactive product. There doesn't have to be a grand story. I always think the most important thing in games is graphics, Graphics, sound and storyline can all be important, but gameplay is the thing that puts you back in again and again.

PSM: As developers, what is the most exciting thing for you

about PlayStation?

Jason: At the moment it's just exciting because suddenly a whole new playing field has been opened up for us by the speed of the processor, the type of graphics we should be able to do, and also the technologies that we're developing such as non polygon-based 3D engines.

People are talking about high polygon engines and infinite polygon engines. Well we have been doing those for some time now and we think that's probably a bit old hat at the moment. We should be looking at no polygon engines where a polygon count is something that is totally irrelevant. It's just really about what you can see. **[C]**



LOADING

Catherine Deneuve © 2000 Sony Computer Entertainment Inc. All rights reserved. © 2000 Sony Computer Entertainment America Inc. All rights reserved.

CAT CALL

'RL? PAH! REAL HUMAN FOLK WANT FANTASY NOT REALITY...'

Enough is enough – reality sucks. While many PlayStation games attempt to recreate Real Life, the best ones say, 'Sod that' and make it up as they go along, diving feet first into the realms of fantasy. Why fiction over fact? Because the whole point of videogames is to escape from the real world not recreate it. Why bother playing videogames if you only intend to stay where you are? It's like going on holiday in your kitchen – you simply wouldn't do it.

Case in point? The recent glut of F1 titles. These are, as any developer will tell you, totally unrealistic and despite the GT-lead charge for auto realism, will always be that way. Why? Because gamers wouldn't want the real thing. Who wants to pay £40 to lose it at the first corner and spend the entire season in Ward Ten? Yes, authentic handling and a trip-to-casualty option would make a virtual F1 game more real, but would buy it?

More cases in point? Flight sims (dull as hell), tuning options in racing games (like, it really matters), tweakable stats in sports sims (ditto), any stats in sports sims...

Face facts, Real Life is mostly dull with the occasional flash of excitement to keep us all going. That's why, whatever our age, we need toys to play with – and play we should, not recreate the hundrum that we have to endure before we can clock off, hit **[X]** and escape. Why should videogames suffer the same constraints that reality inflicts upon us, when the whole point is, they don't have to. Come on, play the game... ■

HMV

seriously addictive...



RESIDENT EVIL 3

Unleash yourself for the most horrific adventure in gaming. Known as a gigantic undead monster, Nemesis, make the enemies featured in the first two games seem like nothing. With an enhanced control system including improved character movement, this final chapter in the horror trilogy is the most chilling and atmospheric.



ISS PRO EVOLUTION

Famous for its gameplay, the latest addition to the ISS series, ISS 2000, is no disappointment. Visually improved, ISS 2000 provides benefits from a range of new features including: 60 frames per second, moves, the realistic graphics, without compromising the addictive gameplay. "Simply unmissable" - 94% Total PlayStation.



INTERNATIONAL TRACK & FIELD 2

Joining 15 events, this田径tossing classic is the ultimate test of strength and reaction. Strikingly realistic graphics capture every moment of the five track & field disciplines in the original box. This highly interactive competition requires competitors from three teams to compete against each other.



GRAN TURISMO 2

The world's greatest race is back. With an amazing 384 official and user cars, GT2 is also the first driving game to combine off-line and on-line racing. Keeping attention levels high means that each car has to perform smooth and perform uniquely according to user methods of driving. If you thought the original was good, then GT2 is even better. "A must have". Official PlayStation Magazine

All titles subject to availability at participating stores only.

topdogforgames

Buy now from over 100 stores nationwide or www.hmv.co.uk 24 hours or [0990 33 45 78](tel:0990 33 45 78)





With any luck, the graphics engine will realistically recreate the famous edge-of-space Thunderbirds' acrobatics.

"F.A.B. SCI"

WE HAVE LIFT OFF CULT PUPPETRY SET TO APPEAR ON PLAYSTATION2

What's the best way to blow £20 million? That's the fortunate position SCI find themselves in at the moment. Last month we told you they'd picked up the Millenium Falcon. This month they're still spending money like it's going out of fashion, securing a deal to publish the *Thunderbirds* game in partnership with the show's creator, Gerry Anderson.

"Everything points to another enormous success when *Thunderbirds* returns to our screens in the autumn," said the puppet master himself, currently remastering the original programme for a re-launch later this year.

SCI have signed up Deco Red Games to develop the title which is currently being styled as a strategy-action game. The good news is, it'll be appearing on

PS2, so expect this version to be a little more advanced than the original show. The bad news is that we won't be seeing it until autumn 2001.

Just MD of Deep Red, Kevin Barker observed: "It's one of those titles that comes along once in a blue moon and our development team can't wait to get started. They're a really quirky characters from the show and looking slightly... strangely?" With a creative team of 30 people on board and a strategy game bent, it'll be interesting to see how they make

the most of the license and the new console. Elsewhere, SCI's *Franklin Angels* also for PS2, is set in an alternative future country-hunting chez Carmen. Luke crash lands on an inhospitable planet and has to battle her way home. Could this be the new console's Lara Croft? He's scratching or pulling off his pliers ladies. More next issue. ■

THUNDERBIRDS™

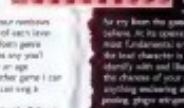
RETRO LIMBO

RETRO ARCADE HERITAGE LTD OWN UP HEAT WE DECIDE THIS MONTH: RAINBOW ISLANDS

WHY I LOVE RAINBOW ISLANDS

Since the arrival of the sega CD, gamers have lived in a dingy world of dark, dreary, mean-spirited games. How do you feel about playing games? Hm... it just makes me feel sick and everybody, demás, wants to see them. Games are terrible, like clowns. From a kid who thinks the world is

utterly venial, playing stuff is even worse. Along your懦弱ness, no one deserves to make your day as the mix of user interface and original and unpredictable fun the platform genre has to offer. We all know as adults we're too old for some games, but that's fine. There's nothing wrong with that. And we all expect to find that any other game I can think of, feel and yellow and pink and it is... last week. Will there be happy days? I hope so.



WHY I HATE RAINBOW ISLANDS

The only possible reason I can come up with for Rainbow Islands' popularity is that it has a very nice colour palette and a great sense of style. It isn't *Super Mario*, it isn't *Donkey Kong*, it isn't *Castlevania*. It's *Super Mario* with a difference. Completely. Getting my own eyes with a spoon would be more enjoyable. Unbelievable! 10/10 given to the game. Do you like it? I do.

For my love the game Rainbow Island would have to go. As its opening screen Rainbow Island failed makes a fundamental error and unforgettable faux pas - the lead character is a pig. A player must be able to identify with their hero. I mean, I don't care if I think the choices of your game are great. Making anything interesting about a frustrating, ridiculous, physics engine is not inclusion. Rating: 10/10. Catherine Gossage

Verdict: Super it is not! Why? Because it's not what it is in the box.



TOM KELLY the editor of the magazine, author/illustrator, former FM journalist, Cine

FUTURE PROOF

QUALITY COUNTS AS THE PS2 LAUNCH DRAWS CLOSER

Something strange is going on. As happens every month, I recently took delivery of a bundle of preview materials from my man in Japan. Developments on the PlayStation2 front are naturally progressing rapidly, so it was of little surprise that a raft of screenshots from *Sky Surfer* made up part of my precious package from the Orient.

Idea Factory's game pitches you as an extreme sports nut – surfing through the sky on a plank as you descend from a drop plane. Among a slew of Mah Jong sims and series updates it's an original, standout concept, backed up by impressive graphics and I was preparing an optimistic preview. But then the call came. It turned out that, despite having already made available umpteen shots of the game to consumers via myriad Web sites, Idea Factory didn't want any visuals to be primed. Apparently the game was going to be entirely rejigged.

In my seven years working in videogame journalism I'd never before witnessed this. And, if nothing else, it served to give credence to some unusual claims that have recently been made. Claims like the developers cannot gain access to PS2 dev kits without having first submitted firm concepts to Sony. That Sony can withdraw development support if your project is not – in their opinion – progressing in the correct manner. That you will not be allowed creative freedom until your second project.

As disturbing as it sounds, we should be quietly content that Sony are keeping their third-party partners on short leashes. It was only last month that I was bemoaning the lack of quality control at Sony HQ, only for subsequent reports to suggest that something is being done about it. Praise be for that. ■

PREVIEWS

Muramasa: Takiyo gets 3000 new
SPs! Details in Preview



KAMURAI SHINLAI

After years of using the likes of Square's profit from their role-playing expertise, Haseco have decided to muscle in with a God RPG. Gods and humans coexist in the six lands which make up Kamurai's world – Earth, Fire, Sky, Life, Dark and Light, the floating kingdom inhabited by gods. Said gods protect humanity from the evil beings who live in the dark realms. You

control four characters – two humans (Haseko and Kiyotaro) and two gods (Yorimono and Hoshimono) – who must defeat the evil resistance. The game splits into two modes and you must fit between them. Another feature is the Mind And Will System, which controls the emotions of the supporting characters, affecting their loyalty to you. More news soon.

Live Photo: Live wire, wire...
million... Say hihi to... D...P...



SHIN RIDGE RACER

While rumour continues to swirl about Polyphony's GT2000 (will it be delayed as an Asian release in the end? No-one's saying), Haseco are determined that Ridge Racer fans need a top-quality racing game launch title. The result is the surprising *Shin Ridge Racer*. Running at a mouth-watering 60fps, Ridge has inevitably gone for a more realistic approach, with such effects as sparks on collision with opponents' cars, improved lighting, cool reflection on the car bodies, fierce sound,

following the smoke, buckets of polygon-pushing semi-transparent, plus snazzy new race girl Asuka, a 30-year-old racing fan who, according to Haseco, has "cute, photogenic and snazzy driving". And there's big crowds, online racing and the number of cars (100+). *Shin Ridge Racer* will seriously decrease the wait, going for quality over diversity. With the preview review looking fast to hell and some gorgeous images, *Shin Ridge* could just steal GT2000's thunder.

ORIENT EXPRESS

OF ZOMBIES, DINOS AND SAMURAI MASTERS...

THE HORROR, THE HORROR, THE HORROR

AND THE SEQUELS KEEP ON (CAP)COMING...

Good news for those who like the gorier side of PlayStation – Capcom have confirmed sequels to their survival horror franchises, *Resident Evil* and *Dino Crisis*. Shunji Mikami confirmed the existence of *Resident Evil 4* in PSM last month, but it was only recently that Capcom president Kenzo Igezawa announced plans for a *Dino* sequel on PS2. It was initially mooted that *Dino 2* would appear on the original PlayStation with *Dino J* surfacing on the next generation console, but it appears not. While a release date for *Dino 2* hasn't been confirmed (Capcom only saying "some time this year"), a UK publisher has been decided in Virgin Interactive.

For those hungry for original terror, Capcom's other PS2 horror title is coming along a treat. The atmospheric shots of *Oriental The Demon WOMAN* boast huge polygon counts, hi-res graphics, subtle lighting effects and textures to match the character art. The latest news reveals that mythical siren here Alesha Samanousaka now has both the face and voice of Kaneko, a Japanese actor.

It's not all blood and guts at Capcom Towers, though. *With Breath Of Fire IV* is on the way for PlayStation, recent online rumours have suggested that there are another two sequels on their way to PlayStation 2. First, *Alone In The Dark*, Capcom may have a re-ignited version heading PlayStation, fine for the 2D hardcore but even better news is that the somber *Devourer* beat 'em up *Powerhouse* could be coming to PS2 in the form of a sequel.

Otherwise as it stands, it might not be the greatest news for PS2 owners but until the first wave of new software arrives, we'll take what we can get. Hell, its *Res. 4* – wouldn't ya it? ■

Icons shown from *Oriental The Demon WOMAN* and *Breath Of Fire IV*, a screenshot from *Resident Evil 4*, a screenshot from *Powerhouse*





Look out for a world of Egyptian horror shenanigans in *The Mummy* game. And more of the same when *The Mummy 2* is released.

STRAIGHT TO FILM

STAR STRUCK

KONAMI SIGNS UP WITH UNIVERSAL STUDIOS

The games industry snuggles ever closer to Hollywood as Japanese giant Konami has announced a deal with LA movie masters, Universal Studios. The sheer number of film licences made available to Konami via this agreement is phenomenal. It also seems likely that the triffic will be two-way as top Konami titles will have a direct channel to film development. Think Metal Gear Solid and Silver H.A.T. Oh yes.

On June 19, Universal released the rights to the *Jurassic Park* franchise back to the Avi Lerner brothers and their Reel Firm among others. The deal incorporates a first look deal giving Konan the option on every new Universal release. Rumblings from Konan suggest that bigwigs like Woody Woodpecker, Dr. Seuss, *The Grinch*, *The Santa Clause* and *The Polar Express* may be up for acquisition in the offing. Beyond that, informed sources indicate that we may all be playing games featuring Jurassic Park, Bruce Lee and the Universal monsters (Abdul "Abdullah," The Warlord, Alvin and the Chipmunks, *The Black Lagoon*). As the deal was made, Universal's Jim Wilson was moved to say: "The strategic alliance between Universal and Konan signals a shift in the way the entertainment business and its partners do business, working together in the past." The fruits of this Union should arrive in late spring.

Konam are also taking advantage of advances in mobile phone technology. Users of the service receive updates

game inflammation, via the [Korean hot site](#). The Japanese game keeps no database.

They're all taken.



NURSE PAIN'S OPERATING THEATRE OF BLOOD

Each month Nurse Pain looks at the Premiership's most violent games and diagnoses the physical damage that would result if the injuries therein were really to happen. This month AFL Allstar 2000 - where the dirty tackle is commonplace.



NFL BLITZ 2000

Diagnosis

In NFL Blitz 2003, American football comes across as an extremely dangerous sport. The majority of the injuries would be impact-related – breaking bones, fractures to the neck, shattering of the knee and joints, rupturing/tearing of ligaments and compound fractures. Despite the padding, there's a high possibility of permanent neck injury, damage to the cervical vertebrae, which could result in permanent impaired maneuverability. Damage to the spinal cord, resulting in either death, paralysis, and a great deal of pain before unconsciousness.

Pranav

Loss of consciousness would not necessarily result in fatalities if medical care and airway management were available. Serious head injuries are a risk, but helmets and mouthguards should prevent violent use of the tongue which, if left unattended, would result in cyanosis (going blue) and hypoxia (lack of

In ref. 26, Yvesse Paul & Mandy Allou, Senior Operating Department Practitioners at Charing Cross Hospital, London



SCOOP!

EXCLUSIVE SNEERS... CURIOUS WHISPERS... GOSIPPING FLASCHE...

Following the relative success of That Game With Three Witches, Activision have announced a Hydravision link-up with another well-respected developer—Electronic Arts' recently lauched *Wasteland*. As Activision spokesman said, "We're looking great. Each of our keys has the ability to enough keys a superfluous number of thousand years. EA has become a friend of ours—Incredible Hull." Figures. And there's an express option to interview the lead members about their

Rebelion Books, post-WWII era. Possibly our very history.



It would be considerably cheaper
and is the same game anyway. If
not a bit better. IT'S SATIRE!
Dear Mr. Sennett

THE HOT SEAT

PROPELLERHEADS

Will White, one half of the Propellerheads is describing how he started out in the nutted world of DJing. "I seem to remember coming back from some Acid House party in the West Country somewhere, in a bit of a state, and spinning some tunes in someone's front room. This DJ then said I should go and buy some records. I was quite a lot to pay, actually. Bought his drum machine off him the other day for a couple of hundred quid, that'll do."

It has been a while since the Propellerheads last album, 1998's *Dachundunundrockando*, but in the meantime they've kept themselves busy with remix work by the bucketload, as well as starting work on a new album, due out later this year.

Alex (daffodil - follow Propeller) has been living in New York for the last year and has just finished working on the new *Jungle Brothers* record. He's met so many people through being out there and writing with people musically, and it might be interesting to see who we can get on the new record. He's got people like Huey from the *I'm Loving Criminals* doing guitar.

Since the invention of the Moog synth back in the early 70s music has become increasingly dominated by electronics, so it shouldn't come as much of a surprise that a large proportion of musicians in the 90s spend time fiddling about with their Playstations at home. The Propellerheads are no exception.

"Alex has a Playstation, but I'm a Playstation freak. I'm really into driving games - Ridge Racer when it first came out. Need for Speed... I love all of them. I also got rally

into Tony Hawk's recently too, which is plat. At the moment it's a shame because we spend so much time in the studio or gigging it's really only the last day of the week when you can sit down and have a good play. It's a great way to switch off, and it's also a good way to listen to other people's music."

The Props began their career using traditional instruments, but computers have long influenced the way they make their music.

"There was a particular Commodore 64 package that bought in '97 or '98. It came in the big box with a Christmas pudding on it or something, just so you could sell it to the kids. I remember it had this keyboard with it, and it was like a really, really basic sequence. You could put this whole plane over the top of the keys and just play the keys, remember knocking up some things back then."

Previously the Props have been asked to work on game soundtracks, contributing a track to *Ice Age* when *Moby*.

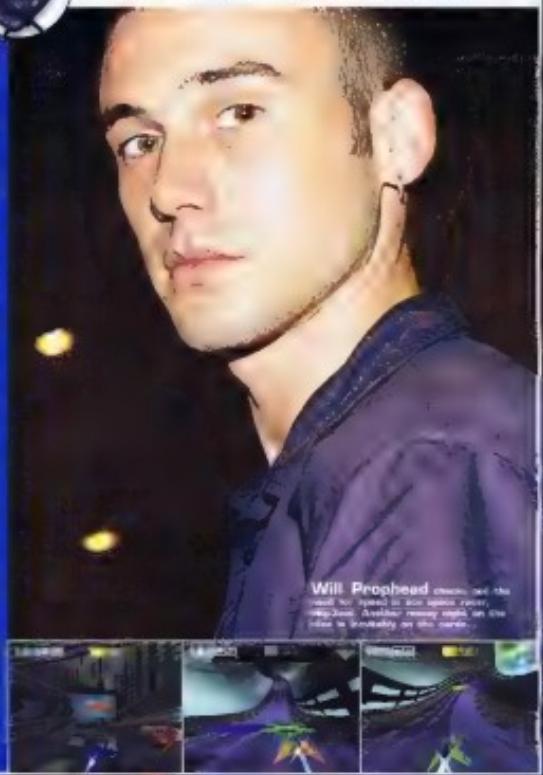
"For us, doing tracks for games is such a good way to get music out to people who we know are going to appreciate it. For years it's like, you always had music in games, even if it was just bleepy bleepy music ticking along on your ZX81. You've always had something going on behind your game, and it's good to be a part of that."

"Still find time to go to clubs? "I tend to end up in clubs a lot anyway, because I'm DJing most weekends. I want to get out and play party tunes!"

Right then Will - PSM, you and a copy of *Electronic... Let's battle commence...*

The new Propellerheads...

...album is due out later this year>>



Will Prophead claims all the cool kids are into online racing, check out *Propellerheads racing* on the Web to immediately see who's cool.



FOOTBALL CRAZY

WE ARE THE CHAMPIONS

TEAM EIDOS TO FIELD UEFA CHAMPIONS LEAGUE SEASON 1999/2000

Get out this spring, UEFA Champions League 1999/2000 gives players the chance to tackle actual matches from this year's tournament. You'll be able to pick up and play any of the 32 teams, complete with player names, kits, club logos, accurate stadia, and sponsors.

You might think 32 teams isn't enough to make a top-quality game. And you'd be right. So developers

Silicon Dreams have included all the teams that have ever won the tournament, including all the champions of yesterday. You can also set up and play every final since 1960, right up to Bayern Munich vs Manchester United. And, but what's the most important detail of all. Who's supplying the voices? That'll be Bob Wilson, Clive Tyldesley and current number one, Kevin Keegan. That's who.



Change the course of history by restaging the final of your choice

SCREEN-TEST

DR HOLLYWOOD IS KNOCKING.
SOMEONE LET THE MAN IN PLEASE

4. TOMB RAIDER VIII: RETRIBUTION

"Lara Croft: adventure, gymnasium, explore... And she's got two
beds at archaeological excavation, either!"

Directed by Michael Winter

THE PLOT:

Lara travels to Holland after a long-off reveal the ancient treasure known as the Dogs Of Kherton. She seeks advice from her university friend Vanessa Morris, now down on her luck dancing for men in an Amsterdam nightspot. Banana Bistro. Mid-way through, we flashback to Lara's teenage years and discover her unresolved relationship with another adversary – renegade classics teacher Hans Von Krassner. Cut back to the present, and Lara, vanessa and his band of hopelessly bad-ge-fighting men in nightclubs are also after the dogs. She hooks up with dirty-but-brilliant Dutch prof/explover Ruud De Boer in his semi-Norman commune in rural Rotterdam – populated with statuette German models who are at archeology experts. Lara, Ruud, and his goth kid for the Windmill Of Babylon for a showdown with Von Krassner and his cronies. At a crucial moment, Vanessa turns up and saves Lara's life. The last

THE PITCH:

It's Indiana Jones with super-sleuthy

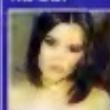
GREEN LIGHT OR DEVELOPMENT HELL?

Green Light, Patti's slender looking like for the leaping and rope-slashing but. Vanessa licks on a couple of nappy kids bobbing beneath the Guedi's ornate minstrel. Fine shoulders between Van Damme and Cilento possibly with the line: "You have still on your dogs. And I'm the absolute boy." Andy Green ■



You can run but there can be no hiding from the advances of Mr Michael Winter

THE CAST



A. Lara Croft –
Patti Stanger



A. Vanessa Morris –
Debra Winger



A. Ruud De Boer –
Jean-Claude Van Damme



A. Hans Von Krassner –
John Goodman



A. Name In Costume –
Eric Coster

LOONEY TUNES!

WHO BE SOFT?

UBI SOFT SQUARES UP TO THE BIG BOYS



seen to make an impression on PlayStation 2, French publisher Ubi Soft are preparing to release upgrades of their latest titles: Rayman 2 and F1

Racing Championship, poised in for release on our lovely old PlayStation, will be reworked to take advantage of the processing power of PlayStation 2 and will enjoy a dual release on both machines. But rather than leave it there, ambitious Ubi Soft are preparing to drench the PlayStation world with an almighty spray of releases.

All Star Tennis 2000 will be appearing on the new machine, again developed by Smart Dog, alongside Rayman 3. Look out too, for new Disney games including a Donald Duck racing/adventure title and a mini-jungle door game. More excitingly, Ubi Soft have also secured a deal to develop a new series of Warner Bros. games. And the most



uncontrollable woe of all? Batman Vehicle Adventures is on its way. A racing game (presumably), based on Batman and Robin: The Animated Series. Ubi Soft, the new Activision? Maybe, just maybe. ■



Rayman 3 is coming to PS2 and it's in a radical departure from his previous outings



REALITY BYTES

ELIZABETH MILLER WRITES FROM LEWISHAM
the Postcode

Let's finish it off at a look as to what to buy. Any boyfriend is bound to need a "soft" toy. I say "soft" because it's not necessarily "soft" itself.

I all began to go wrong on Boxing Day. A few of Mr. Watson never could play with his new toys. I am here trying to be enthusiastic and even had a hand at passing the dice along – but to no avail. By the time I had finished and left the boys playing with their new toys, I was exhausted. As I lay down on my empty bed and went

downstairs to find them all crashed out in the living room. The next evening it was the same story. And the next, and the next... I thought the novelty would wear off and things would go back to normal soon enough.

One year we sold my toy to a charity shop because the local garage owner wanted to buy it. Last year we bought the world's softest sofa in a TV shop so that you, but whilst you get a house full of people and will want to talk. On the plus side the only "playstation" video out there, please help me out.

What's your earliest Playstation experience? Send 'em in (including a passport pic of yourself) and win a prize!



Reality Bytes

PSM

Future Publishing

30 Monmouth Street

Bath

BA1 2BW

IT SHOULD BE A GAME

HANDBAGS AT DAWN / RICHARD COOPER/TOMMY NELSON

*** The Concept**

A bittersweet drama of the Dennis Ab Fab and Ann Telka's I Set at Harvey Nichols. Handbags At Dawn is a cat-sounding, ankle-slipping, tippy smudging, chap-slapping pile of camp old nonsense that replaces the men of *Mr Burns* with drama queens from a corner of Old Compton Street. There is a plot stuck on to all this effete madness. GMVY are hosting a makeover competition at a local department store. Your job is to get frowns from your door down to the socks. Unfortunately, blocking your way are jeasus-mess, desperate for a makeover themselves. Cue one-on-one bitch-fighting with Prada clutches.

*** The Pitch**

Beg off by choosing crotch or shoulder, clasp or zip fastener, and then it's ball-out carnage.

Tale on dear old grandmas and mothers with toddlers, before moving on from bunch young types though to camp old things. Your ultimate foes! Slapped-up old drag queens, with their riper like riffs, transplay blunts to the eyes and the pierce of resistance, a sort of their venomous tongue.

*** The Verdict**

Sweet genius. With geek-pleasing sub-games [Rich suggests "renditions of a new Steps routine la 'Dance Dance Revolution'"], kickless weaponry [boners accessories can be stolen from the store] and a taste for the camper side of life, *Handbags At Dawn* is a whiner. The final word has to go to Mr Eddy. "Get gorgeous! Remember, there's only one rule with make up – the more you put on, the better you look!" Respect.

EVER BEEN STRUCK BY A GENIUS IDEA FOR A GAME? TELL US ABOUT IT, WE WANT TO KNOW

**FROM THIS... TO THIS!**

Would you like to see your game idea brought to life? Send your pitch PLUS original artwork to the usual address and you could win a framed copy of PS1's version of your design.

STRIKE!**BOWLED OVER****THE MIGHTY TIC STRIKE WITH BRUNSWICK BOWLING**

After the original *The Mighty Tic* (see page 10) came along, we've been getting lots of emails from people who want to know how to play the game on the PlayStation console. As demand for *The Mighty Tic* (TM) (Mighty TIC, Inc., 1999, \$19.99, recommended) grew, we've come up with more ten-pin action with nail tournaments endorsed by the Professional Bowling

Association, plus a bowling-related quiz, and what's new in bowling news. Then there's a special section on the game's creators, including the designer and developer, and a special interview with the Professional Bowlers Association. Plus, there's a chance to win a special edition of *The Mighty Tic*. You'll be able to save these to a memory card, perhaps to show your friends. Perhaps.



PSM CHARTS

WHAT'S HOT AND
WHAT'S NOT IN
THE WORLD OF
PLAYSTATION

GAME

PSM IN ASSOCIATION WITH
GAME BRING YOU THIS MONTH'S
TOP 40 BEST-SELLING GAMES

1	TOMB RAIDER: THE LAST REVELATION	VIDEO
2	FIFA 2000	ELLECTRONIC ARTS
3	CRASH TEAM RACING	SCEA
4	TOMORROW NEVER DIES	ELLECTRONIC ARTS
5	THIS IS FOOTBALL	SCEA
6	MEDAL OF HONOR	ELLECTRONIC ARTS
7	CORINNA BACCHI RALLY	CODMASTER
8	MUSIC 2000	CODMASTER
9	DRIVER	GT INTERACTIVE
10	FINAL FANTASY VII	SCEA
11	JADE CRUSIS	VIDEO
12	RAYMAN	UM SOFT
13	STAR WARS: THE PHANTOM MENACE	ACTIVISION
14	GRAND THEFT AUTO 2	THQ
15	WWE ATTITUDE	ACCLAIM
16	SPYRO 2: GATEWAY TO GLIMMER	THQ
17	RESIDENT EVIL 2	VIDEO
18	WOMEN ABSOLUTELY	HABIBO
19	LEGO ROCK RACERS	LEGO MIRAGE
20	GRAN TURISMO	SCEA
21	CRASH BANGWORLD	SCEA
22	TOMB RAIDER 2	VIDEO
23	WICH MYSTERY	ACCLAIM
24	FA PREMIER LEAGUE MANAGER	ELLECTRONIC ARTS
25	FA PREMIER LEAGUE STARS	ELLECTRONIC ARTS
26	REINA HORROR PRINCESS	THQ
27	SLID STORM	ELLECTRONIC ARTS
28	LMM MANAGER	CODMASTER
29	RUGBATS	THQ
30	LEGO RACERS	LEGO MIRAGE
31	FORMULA 1 '99	SCEA
32	GRAND THEFT AUTO	THQ
33	TEKKEN 2	SCEA
34	MICRO AMERICA 2	CODMASTER
35	INTEL GEAR SOLID SPECIAL MISSIONS	KONAMI
36	KNACKNACK KINGS PARK	ELLECTRONIC ARTS
37	ACTION MAN: ASSASSIN XTREME	HABIBO
38	MISSION: IMPOSSIBLE	IMPACTAMES
39	BATMAN LARA CRICKET	CODMASTER
40	CRUC 2	ELLECTRONIC ARTS



THE CELEBS ARE PLAYING

Behave, "the Suffolk's premium purveyor of Black Metal, Cradle Of Filth. Their latest opus, *Cruelty And The Beast* is out now...

1. MEANEVE Historical
2. SODA REAPER: LEGACY OF KAIN Historical
3. KNOCKOUT KINGS 2000 Realistic
4. CASTLEVANIA: SYMPHONY OF THE NIGHT Perspective
5. TEKKEN 3 A Fighting game



Sister of incex, angel of the night, Mark Gould

1. ANGEL OF INCEX
2. JADE CRUSIS
3. DRAMA
4. GRAND THEFT AUTO 2
5. THE MIGHTY ATROCIS



They're playing

Matthew Silver, level designer in chief on GTUSA Unleashed

1. SPIDER PUZZLE
2. FORGIVE 2 UNLEASHED
3. ATHENS PLATE
4. ANGRY HAWKEYE
5. CRASH TEAM RACING
6. TWINZEE UNLEASHED



You're playing

Asian of Hoxton, Her reality, it's Matthew Cowley from London

1. WWE ATTITUDE
2. MUSIC 2000
3. LARV AQUARIUM 2
4. COMMAND & CONQUER: RED ALARM
5. ONE PIECE

GAME

£5 OFF
VOUCHER

Valid from 20 JANUARY TO 22 FEBRUARY 2000
Subject to the terms and conditions listed below:
1. Valid against any one product costing £30 or more.
2. This voucher is not exchangeable for cash and is non-transferable.
3. This voucher cannot be used in conjunction with any other offer or against 'old' items.
4. The voucher is valid from 20 January to 22 February 2000.

VALID FROM 20 JANUARY TO 22 FEBRUARY 2000

CHOCS AWAY!

TWIX WINNER ANNOUNCED

PAMCO's rip-roaring Twixx batmobile man and his cycle which formed the TWIX Gamesplayer Of The Year '99 challenge, sparked a massive response. Thousands of times and codes for our *No Fear* Downhill Mountain Biking demo flooded in as UK gamers clamoured to show off their virtual biking prowess in the regional heats. These were then whittled down to 15 of the fiercest paddles who were invited to the grand final held at the Oxford Street branch of HMV in London on Sunday 14 November 1999.

Despite tough competition, there could only be one winner. Paul Crookshank aged 17, of Whitley, North Yorkshire, held his nerve and sped past the other contestants to victory and the £1000. Gamesplayer Of The Year '99 title. On hand to present him his fantastic prizes were Alan and Declan of SONY Computer and Dylan Grove (left) who collected an awesome haul of the latest game releases like *No Fear*, clothing, spectator biking gear, HMV vouchers and a year's supply of TWIX bars, as if that wasn't enough, he also won an day out with the Grove professional mountain biking team. Numerous fans amply consisted in thumping too, hot bed for a day's gaming.

TWIX GAMESPLAYER OF THE YEAR



Winner of the highly contested title of TWIX Gamesplayer Of The Year '99 is 17-year-old Paul Crookshank from North Yorks, here seen receiving his costly prize from SONY's Louis Kennedy and Declan.

YOU'VE GOT TO BE BAD TO BE GOOD.



Crash Course in Winning

- 1: Be Devious
- 2: Use Cunning
- 3: Cheat

ON YOUR MARKS. GET SET. GO KARTING.

© 1999 Sony Computer Entertainment Inc.
CTR: Crash Team Racing © 1999 Sony Computer Entertainment Inc. Under Code of Naughty Dog. The University Naughty Dog Inc. CTR and Crash Team Racing and related characters are trademarks for 4th Iron Universe. Nickelodeon, Inc. All rights reserved.

NAUGHTY DOG

△○×□	www.playstation.com/ctr

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

BLUEPRINT

FEB 2000

PSM PEKS AT THE DRAWING BOARDS OF THE PLANET'S TOP DEVELOPERS TO BRING YOU NEXT YEAR'S GAMES FIRST

INSIGHT

Gary Penn, the big man at DMA chats about Grand Theft Auto and... himself.



You've been in the videogames industry quite a while now. What was your first job and just how did you get it?

Started off as a trainee staff writer for Zzap 64, the Commodore 64 magazine. It was 1984 and I was one of five people fighting for the title of Britain's Best Game in a competition held by Personal Computer Games, edited by one Chris Anderson, the founder of future Publishing. The nice thing I know he's starting up a new Commodore 64 games magazine in York and wanted hardcore players to provide authoritative opinions and advice. Naturally I jumped at the chance.

It's a big move from magazines to software publishing. How did you arrive at your current position as creative director within DMA Design? Via a long and winding road with many different stops, all of which taught me most of the skills involved in game magazines, entertainment software development and finally publishing. Which means my industry expertise is well balanced. Like my belly, I guess.

Of all the games you've been involved with, which is your favourite and why?

Oh... Probably the original Grand Theft Auto. It captured an enormous amount of raw energy from a diverse and colourful team.

Grand Theft Auto in mind, DMA Design are renowned for their original games. Will you continue to be so innovative when PlayStation 2 nears its beautiful head?

Oh yes. Original development is increasingly risky so we've had to shift our emphasis slightly in recent years - from making and exploiting new toys to finding new ways to play with existing toys. But that means improved focus and increased accessibility. It doesn't mean compromise.

This year is potentially the biggest year for PlayStation. What are you working on?

Now that would be telling. All I'm prepared to say is that it involves people, vehicles, structures, weapons, criminal activity and polygons. (That'll be a polygonal GTA for PS2 then. Cheeky, Gary! - Ed) ■

Justin Calvert



Colony Wars:
Red Sun



Rally Championship



World Championship Snooker



Speedball 2100

CONTENTS...

Speedball 2100 30

Blood sport for all. American football meets ice hockey meets a dirty great punch-up meets PSM

Rally Championship 32

Mad glorious mad! We go for a wallow with the game that could stick it up Colin McRae's tailpipe.

World Championship Snooker 34

A table, some balls, tuxedoed gentlemen wielding wood, brace yourself for the raw excitement of snooker

Colony Wars: Red Sun 36

Alien spacecraft massing in waves. You and an unlimited ammo supply. Prepare to break your trigger finger

Premier Manager 2000 38

Tasteless jewellery, chronic job insecurity, all the sheep jackets you can eat - who wouldn't want this job?

Round Up 40

Tomorrow's world. The game of PlayStation future

100

SPEEDBALL 2100

10

IN A HUNDRED YEARS
TIME, ALL SPORTS
GAMES WILL BE
MADE THIS WAY

PRODUCT SPECIFICATION

STYLE:	Future sports
PUBLISHER:	Empire Interactive
DEVELOPER:	Bithop Bros
RELEASE DATE:	May

CHARACTERISTICS

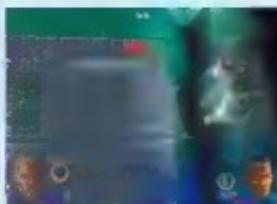


COMPLETE! 6/6

"You can keep building up your team virtually ad infinitum"



From the management screen you can alter your starting home bid for each player or the model to take others into the mix.



The score
multiplier – hit this
twice to double
every point you
earn afterwards.

BE IN THE GAME!



On the left? Mr Austin

The Bitmap Brothers are offering one lucky *FSM* reader the chance to appear in the finished version of the game. You'll be able to take to the arena as yourself and, if you haven't got enough credits to invest in a decent star player, you might even decide to team up with *FSM*'s junior Calvert who is

also putting in an appearance. In addition to being immortalized as a Speedball 2100 player you'll get to spend a day playtesting the game with The Bitmap Brothers and, of course, receive a free copy of the game when it's released later this year. Send your answer to the following question on a postcard marked "Speedball 2100".
Compo 55 to the PMW editorial address: 100-1000 Avenue, Suite 100, Belmont, MA 02178.

What was the name of the player team in Superball 2?

- a) Standard Deluxe
 - b) Super Nachwuchs
 - c) Brutal Deluxe

SPEDZIÖL 2100
COMPO

"We couldn't really improve upon the original's game play so we didn't even try," explains Fenn. Even the *pumba*-like pitch layer's identical. All of the original's bonus stages, score multipliers and visual style have been played in exactly the same manner as seven years ago. The difference between the original and the new version is that the *Speedball* arena has now established itself as a sport in its own right, the auteur of a football pitch never changes so why should the *Speedball* arena? As Fenn argues, "The nice people at EA that it is that instead of trying to make an excellent game better which is difficult to do, we should try to extend the playing time of the game."

"We've actually added a memory card option so you can save your team out. You can keep building it up virtually ad infinitum, if you're playing against one of your mates for



Improve your player's statistics in the gym by simply spending money on them. But be warned, it'll cost you an absolute fortune to see them become star players...

instance, you can take your team around to his home and play a few games. If you decide your team isn't as good as his, you can take it back home and build it up some more.

In Speedball 2 you can develop your team by buying star players on the transfer market, or by spending枯錢 on improving your existing squad. The training screen enables you to buy skill upgrades for individual players, so you can design a team that suits your style of play. Initially, the game will contain 200 off the peg players. However, you'll be able to customise every aspect of your side, from a player's skin tone and hair colour to the team's kit and logo. It's a feature that Speedball 2 fans will appreciate, having been forced to play for years as the bog-standard Brutus Defense team.

Speedball 2 was designed to be played with a single-stick joystick,

so with the Bitmaps let all these modern joystick buttons go to their needs? We're planning to put some special moves in there depending on a player's position. Defence, midfield and attack v. i.e. have their own specific moves but, if we feel they aren't working, then we'll just pull them straight back out. Future simplicity is a ways (Speedball 2), though, but if the Bitmaps can add in subtlety and variety without compromising the game, then who are we to argue? ■

Justin Colvert



Fans of *Speedball 2* will notice that even the menu screens have only changed slightly



Your starting nine, yet to be made more deadly and interesting with the addition of star players

DESIGN PROFILE	
ROLE:	
NAME:	Pete Tatberall
JOB TITLE:	Studio Manager
HISTORY:	In 12 years as an architect and game designer, Pete has worked on over 100 titles. LA refined to near one of these.
INFLUENCES:	Pete is a fan of the original <i>Speedball</i> series, but has also been influenced by the graphical styles of <i>Donkey Kong</i> and <i>Mark of the Ninja</i> .
OTHER INFORMATION	
WEB SITE:	www.b-squared-interactive.com

RALLY CHAMPIONSHIP

NOTE:

FORGET KICKING IT ON THE BEACH TRACKS OF GREECE, THIS RALLY GAME BRINGS YOU THE GRITTIEST REALISM. HELLO WALES...

PRODUCT SPECIFICATION

STYLE:	Rally sim
PUBLISHER:	EI/Actualise
DEVELOPER:	HotBox Studios
RELEASE DATE:	March
RIVAL RALLY:	
COLIN MCRAE:	
RALLY 2:	
RALLY CROSS 2:	
COMPLETE:	90%



The cars are superbly detailed, with crisp body and wheel details such as the working brake and reverse lights.



Somewhere among all this flawless reality there might just be some surreal surprises. On the slopes of Nokian stages Fergus would only comment cryptically, "This. Alice In Wonderland."



Masochists can do some real damage to their cars, but, fair as that may be, knocking lumps off your opponents' vehicles is the best

BUT WHAT ABOUT COLIN?

Let's face it, Rally Championship may boast exhaustive realism, but it's going to have to go some to make us ditch Colin McRae Rally. How are HotBox going to compete against the Scottish smoothie?

HotBox's Fergus McGovern reveals his masterplan. "It's all down to the look and feel of the game. In Rally Championship there are several hair-raising sequences that

take place in narrow defiles where the sensation of speed and danger is quite breathtaking. There's a level of authenticity that hasn't been achieved before."

Give us one good example then Fergus. "We've endeavoured to provide a high level of excitement, using long tracks and realistic handling."

Like it. But where does Rally Champ really blow Colin off

the road? "We feel the graphics leave Colin standing. We managed to build a system that provides glitch-free streaming of the course data straight from the CD. This gives us more detailed environments. There's no texture distortion, pixelated sprites or pop-up. With our graphics, realism and two-player game we hope to take

PlayStation rallying to the next level."

Flying isn't about personalities (how many drivers can you name that aren't called Colin?) it's about place. The ice fields of Sweden, the hairpin coils of Corsica... each exotic locale conjures up its own image of four-wheeled madmen trying to tame the wild country. But nowhere is rallying more elemental than amid the scowling landscape of The British Isles.

No-one comes to the rain-splashed, Atlantic Foster for a warm welcome, but inapplicable doesn't even begin to describe it. Which is why Rally Championship officially encroaches by the British Rally Championship is focused entirely upon our own idiosyncrasies. I suggest to developer HotBox that they might be taking a right u-turn approach and you'll get a bullish response from their man, Fergus. "If you want to tour around the globe with a whole load of thrills and spills, then fine, but we know that if we really concentrated on just one real-world scenario, we could push the whole genre to the next level. We feel this has let us go into much more detail with the look and feel of the game – authenticity has been paramount."

So instead of the usual ice, desert and I-don't-know-what, we'll face courses that subtly change as the stages progress through different parts of the country. Superimposed on that will, of course be British, noisy and fiddly weather. Conditions may singe from gorm to bloody diabolical, but you'll never be able to predict them. You'll be tested in the rain, snow, ice, fog and every conceivable concoction in between – at different times of the day" mutters Fergus, twirling his moustache villainously. "The snow alone had eyes popping



"The graphics leave Colin McRae standing..."



Controversy mars the world
Tie-breaking Championships as the Peas enter
their prototype 4-seated stage

out when we first showed it. Personally, I like
the night stages best."

Rally Championship doesn't force you to spend time and boring your car if you plug it straight into the easiest disc, but you might stay on the road a little longer if you set up your suspension and try to cope with the prevailing conditions. You'll get the chance in between stages, or you can just accept the AI recommendation if you're only interested in off-road racing.

Whatever your rallying bent, Rally Championship intends to service your needs with 21 licensed cars (class A5 to A9) and 36 stages (plus 12 two-player circuits that cover more than 100 miles). And once you've come round all that, you can do it all again in reverse. What's more, HotGen are pushing rallying convention by sneaking in multiple routes, tell us more fogen. "We've got real six-pointers here. Most players won't make it to the alternate routes, because they'll never know they're possible. But, if you do find them, you'll shave off a few valuable seconds that can mean the difference between a champion and eating worms at the bottom of the garden."

Rally Championship is being geared towards racers, from stages that were modelled from footage of the real courses, to authentic car handling, to graphical effects like the weather and cumulative dust and damage on your motor. That's the depth sorted, but with multi-route, off-road action and an emphasis on the hardest stages of the British Rally, HotGen are clearly out to make Rally Championship a mud-flinging, game-bending treat. Find out more next month. ■

Mark Donald



Game modes will include the British Rally Championship, the All Championship, Time Trial, Arcade (battle against a field of cars) and two-player split-screen (horizontal and vertical).



Picture this. Rally Champ looks as gorgeous as EA are thinking of publishing these screenshots as a range of attractive postcards. Possibly

DESIGN PROFILE

COMPANY:	
NAME:	Fergus McGovern
JOB TITLE:	Managing director
HISTORY:	Fergus has been in the industry for seven years, previously heading up Probe Entertainment, which brought us the Ward Trilogy and Alien Trilogy.
INFLUENCES:	Rally Championship was originally developed by Redbullet for the PC. The PC version was a success and hotbox took it over. They're going to produce a port that'll be PlayStation users mad.

OTHER INFORMATION

WEB SITE:	www.ea.com

NAME: WORLD CHAMPIONSHIP SNOOKER

NOTE:
YOU'VE GOT TO HAVE BALLS TO TRY AND MAKE A SNOOKER GAME. 22 BALLS IN FACT...

PRODUCT SPECIFICATION

STYLE:	Snookey s.a.
PUBLISHER:	CodeMasters
DEVELOPER:	Blade Interactive
RELEASE DATE:	March
COMPLETE:	75%



Snooker game beg the question why? A gentle pursuit invented for evenings pottering around the lounge, why would anyone want to play it on the crackling grey joybox that now dominates most front rooms in Britain? **Deborah Jones of Blade Interactive, WHY?**

"Firstly, a snooker game has never been done on the PlayStation." There's no arguing with that, but Deborah just warming up. "Secondly, in terms of television ratings, snooker is the second most popular sport in Britain. Really?" And thirdly, we're doing it because we can. Snooker is extremely difficult to simulate 3D physics, with polygon characters and lots of tricky-to-get-right bounces. But Blade have no less than four 3D physics, plus assisted by the legendary Mike Singleton. I know the sound boardiful, but we have created what many others have tried and failed to pull off."

Well, that's told us. And to be frank, we've got a good feeling about Snooker's nose. We first clapped eyes on it. It looks a cut above the average cue-potting game as Blade have painstakingly recreated the intense atmosphere which makes the great matches so compelling. The banter, commentary, the dry coughs. The

immature players nervously twitching in the corner. It's the individual tension that makes snooker so exciting and Blades game knows how to crank it up. Over to Deborah.

"We've used some special camera effects, even down to a slight fish eye lens effect on some shots. We've got the referee. The Crucible. Play tables, commentary by the legendary Dennis Taylor and flawless physics."

It's true, WSC balls look incredibly round considering they're made up of a bunch of square pixels. "We're very proud of our balls," says Deborah. "Most other games just look odd and don't believe correctly" that Blades curved polygon dispense with so well. You can even chip the ba... c... can off the table and fl... your boots in the tridicto sub-game.

Moving the cue of the green is vital, because you can't just swish straight into the Crucible. First you've got to novità your ash shan around snooker's wild regions, clubs. Unravel best pins that must be considered before you can wipe the floor with the motion-captured lives of Stephen Lee and Stephen Hendry in the Crucible. Velly a ball-busting triumph is in the offing. ■

Mark Donald

When the game knows which pocket the ball is heading for, the camera swings round to give a televised view from behind the pocket.



Sessh! Here's that authentic BBC view

DESIGN PROFILE

COMPANY:	Blade
NAME:	Deborah Jones
JOB TITLE:	Managing director
HISTORY:	Blade's most historic figure is Mike Singleton who began his career on the ZX Spectrum
INFLUENCES:	Blade's intention is just the basic desire to produce a game that does the user justice

QUOTE: "We're very proud of our balls..."

LET'S GET READY TO RUMBLE



READY 2 RUMBLE BOXING

SALUATUA

CHICAGO FOX

VS.

AFRO THUNDER

THE BIGGEST, THE TINIEST, THE SHARPIEST THEY EVER MADE.



IN-GAME ANNOUNCEMENTS BY A THOUSAND TURNS - THE VOICE OF CHAMPIONS

**16 TOTALLY FUNKY FIGHTERS
READY 2 GET DOWN & GET IT ON!**

HIDDEN COMBO MOVES FOR CRUSHING PUNISHMENT

"RUMBLE POWER"
UNLEASHES EXTREME MOVES!

★ AN ARSENAL OF TAUNTS & VERBAL ASSAULTS ★
LOW BLOWS, LUNGING HOOKS, OVERHEAD PUNCHES & MORE!

ARCADE, CHAMPIONSHIP AND TRAINING MODES • CREATE AND SAVE YOUR IDEAL BOXER



Milady Games Ltd
Macmillan House
96 Kensington High Street
London W8 6SG

MIDWAY
www.midway.com



COLONY WARS: RED SUN

NOTE:
IN SPACE, NO-ONE
CAN HEAR YOU
CREAM WAVE
AFTER WAVE OF
ALIEN SHIPS...

PRODUCT SPECIFICATION

STYLE:	Space combat
PUBLISHER:	SCEA
DEVELOPER:	Psychosis
RELEASE DATE:	March
COMPLETE:	80%



AS A mercenary you have very few friends in this galaxy to watch your back. Best put your radar to good use

Cince upon a time, in a galaxy not so far away, a game called *Colony Wars* was released on PlayStation. A massive space battle ensued and those that survived were rewarded some time later with the sequel - *Colony Wars: Vengeance*. Now, in the tradition of all great space operas, the series will attain trilogy status. *PSM* contacted lead designer Simon Stratford via e-subspace carrier wave to discuss his plans for the game and the imminent conquest of the universe.

"Red Sun is a sequel - which in the industry doesn't always bode well," begins Simon. "Nevertheless, there's room for improvement in every game and every developer or player has an opinion on how a game can be improved. So we've taken as many of those opinions as possible, found the common ground between them and built on it." Some of those building blocks include a professionally-written script over 20 minutes of *RMV* plus an original orchestral soundtrack. Details of the plot are being kept secret, but *PSM* did manage to discover that

you play the role of a mercenary and that Red Sun is the codename for the formula enemy you hunt throughout the game. Curious...

When quizzed about typical missions Simon claimed that "there are no typical missions in *Red Sun*". However there will be plenty to keep you busy - gladiatorial dogfights, escort missions, full-on military operations and giant, a-mayyyyyyfish hunting missions. As you complete these missions you'll earn money which can be used to repair and upgrade your ship. "There are eight new player ships to buy if you can afford them and each one brings new depth to the sex of conjunction for that elusive perfect dogfight". Bigger guns and missiles will obviously figure here, but Simon also indicated that cloaking devices will be among the 40-odd items available. With such 70k-lines on offer, *Psychosis* had better just watch its back. ■



Battles in deepest, darkest space are only the beginning. It's a whole new ball game on the planet surface



The explosions put London's millennium efforts to shame

DESIGN PROFILE

COMPANY:	Psychosis
NAME:	Simon Stratford
JOB TITLE:	Lead designer
HISTORY:	After studying English Literature <i>S</i> was asked on "the occasional year" to write never heard of it either.
INFLUENCES:	<i>Simon's a big fan of Star Wars and Babylon 5, but also claims to be influenced by Stephen Donaldson's <i>Sar</i> novels.</i>

Justin Calvert

NOTE: "Details of the plot are being kept secret..."

グランディア

GRANDE



The legendary Japanese RPG, at last coming to your PlayStation

PREMIER MANAGER 2000

NOTE:
INFOGRAPHES STRIP OFF THEIR LATEST
PREMIER MANAGER UPDATE...

PRODUCT SPECIFICATION

STYLE:	Football management sim
PUBLISHER:	Infogrames
DEVELOPER:	In-house
RELEASE DATE:	March 2000
COMPLETE:	85%



User friendly
is the name of the game as far as the various options and management screens are concerned



Every match
you watch will be complemented by Berry Davies' commentary

As a self-confessed Wolves fan, Phil Bradley might not seem the obvious choice to produce a footy management sim. Nevertheless, he and the team Infogrames are entrusted with the latest version of their hugely successful Premier Manager series. PMI talked him on why he thinks Premier Manager 2000 is going to be the best football management title to appear on the PlayStation to date.

Premier Manager 2000 gives every football fan the chance to fulfil their dream of leading their club to glory, begin PMI. If you are successful at a small club you can apply to take over bigger clubs for a new challenge. Failure will lead to you writing begging letters to the chairman of the bottom club in the league! In addition to teams in all four of the English divisions, you'll be able to manage sides from the top two divisions in Germany, France, Italy and Spain. There are also a number of non-league sides from each country included, who will promote to the lower divisions now and then.

As with any good management sim – or at least one that is seeking to accurately represent the sport – finances, or the lack of

them, play an extremely important role in Premier Manager 2000. Obviously the transfer market will be the most exciting manifestation of this, but you'll have the opportunity to get involved in sponsor selection, ground and facility development, the hiring and firing of staff and, of course, ticket prices.

The matches themselves can be followed via text or a 3D match engine based on the one used in *Active Soccer 1* and accompanied by a Barry Davies commentary. Every match you play is completely different. There are so many events in Premier Manager 2000, as in real-life, that no two matches will ever be exactly similar. Barry PMI, setting himself up for a tall should next months preview code not deliver on his ambitious promise.

An even more interesting addition is that Premier Manager 2000 will give you the option to compete a single or up to three of your mates, providing you all choose teams from the same country. An interesting prospect indeed. Then again, so was England versus Scotland. ■

Justin Colvert



The 3D match engine, based on that of *Active Soccer 2*, sets a new standard as far as the football management sim goes

DESIGN PROFILE

COMPANY:	Infogrames
NAMED:	Phil Bradley
JOB TITLE:	Sports producer
HISTORY:	Phil has produced over a dozen titles but says the last game he worked on was <i>Starman</i> on the NES.
INFLUENCES:	Phil's been spent a lot of time playing competitor's titles to ensure that Premier Manager 2000 is the best

QUOTE: "Every match you play is completely different..."



You build it. You ride it.



PlayStation®

Creating the perfect Theme Park on your Playstation couldn't be easier.
www.themeparkworld.com



© 2000 Namco Co., Inc. Theme Park, Bulldog and the BullDog logo are trademarks or registered trademarks in Mexico, Asia, U.S. or the E.U. by Namco Co., Inc. All rights reserved.
Sony PlayStation and the PlayStation logo are trademarks or registered trademarks in Mexico, Asia, U.S. or the E.U. by Sony Computer Entertainment Inc. All rights reserved.

ROUND UP

DEVELOPER BY DEVELOPER, THE GAMES COMING TO A PLAYSTATION NEAR YOU SOONISH...

PRODUCT DETAIL

**Rugby 2000**

EA's ball buster should be by far the most realistic rugby game to date. Features alternative cameras from Bill McLaren and Geoff New Zealand centre Jason Taumateine.

**MEDIIEVIL 2**

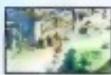
SCEE • www.playstation-europe.com

Skeleton Sir Dan returns to do battle with Lord Malachome across 17 free-roaming levels in this SCEE sequel to the stylized MediEvil.

**RUGBY 2000**

Electronic Arts • www.ea.com

20 real international teams and over 600 players – it's in the game it's in the game. Due for release in March from EA Sports.

**SAGA FRONTIER 2**

Square • www.square.co.jp

An unusually innovative RPG which promises to combine freedom and linearity as you progress through one of the multiple scenarios. Out from SCEI.

**ONIMUSHWA THE DEMON WARRIOR**

Capcom • www.capcom.com

Originally planned for PlayStation, Capcom's forthcoming survival horror epic receives a continual facelift as it gears up for PlayStation 2, which

**BATTLETANX II: GLOBAL ASSAULT**

3DO • www.3do.com

Pit your tank against that of a friend as you pay no attention whatsoever to the surrounding city. Chaos and destruction coming in March.

**STAR OCEAN THE SECOND STORY**

Eidos • www.eidos.com

An RPG boasting around 80 possible endings. Have Oregon-Questers finally gone mad? Find out in the spring when SCEI give it a release.

**GALERIANS**

ASCII • www.ascii.co.jp

Use your telepathic powers to do battle against evil in Neo-Tokyo. Publisher Cewe promises three CDs of unforgettable gameplay sometime around April.

**EHRGEIZ**

Square • www.square.co.jp

Ever wondered how the FFFWZ lot would do in a real fight situation? Out in the UK from SCEI, Square's frenzied fighting beat 'em up lets you find out.

**MARVEL VS CAPCOM**

Capcom • www.capcom.com

It's Street Fighter versus Spider-Man as Capcom chum out yet another 2D-fighting game for Virgin in the UK, using their unique ten-year-old formula.

**SYPHON FILTER 2**

987 Studios • www.987studios.com

Confused for April in the UK from Sony, expect new weapons and levels but an old face in Gabe Logan. Rumour has it, SF2's so big, it'll appear on two discs.

PRODUCT CONTACTS

ACCLAIM • 0171 344 9006
www.acclaim.com

ACTIVISION • 0895 496 705
www.activision.com

BALROG • 0161 575 209
www.balrog.com

CODEMasters • 0938 871 103
www.codemasters.com

CORE DESIGN • 0895 496 705
www.coredesign.com

ECOS INTERACTIVE • 0811 636 1800
www.ecos.com

ELLECTRONIC ARTS • 0173 549 442
www.ea.com

GROLIER • 0865 364 800
www.grolier.com

GT INTERACTIVE • 03983 325 700
www.gtinteractive.com

INFOGRAPHICS • 0161 827 1000
www.infographic.com

INTERPLAY • 0171 551 4266
www.interplay.com

JVC INTERACTIVE • 0171 346 5022
www.jvc.com

KOHRAU • 01895 475 500
100, 10th Floor, 10-12, J. Kohrau, 100-8301, Tokyo, Tel: 03-5563-5500, Fax: 03-5563-5500

MINDSCAPE • 0170 661 5006
www.mindscape.com

PSYGNOSIS • 0811 593 3000
www.psygnosis.com

SCEI • 0209 918 8727
www.scei.com

TEAM 17 • 0894 287 776
www.team17.com

VIRGIN INTERACTIVE • 0171 611 4322
www.virgin.com

OTHER INFORMATION

Web sites to visit for game overviews:

Gamebase • www.gamebase.co.uk
UK's best selling PC game magazine, featuring reviews, news, previews, features and more.

Grasshopper • www.grasshopper.com
A collection of reviews of popular computer games, news, previews, features and more.

PS2 Direct • www.ps2direct.com
Find the best deals on PS2 at PS2 Direct, the UK's leading PS2 website.

PlayStation • www.playstation.com
The official PlayStation website, featuring news, reviews, previews, features and more.

PlayStation UK • www.playstationuk.com
The official PlayStation UK website, featuring news, reviews, previews, features and more.

PlayStation Europe • www.playstation-europe.com
The official PlayStation Europe website, featuring news, reviews, previews, features and more.

PlayStation France • www.playstation-france.com
The official PlayStation France website, featuring news, reviews, previews, features and more.

PlayStation Germany • www.playstation-deutschland.de
The official PlayStation Germany website, featuring news, reviews, previews, features and more.

PlayStation Italy • www.playstation-italia.it
The official PlayStation Italy website, featuring news, reviews, previews, features and more.

PlayStation Spain • www.playstation-espana.com
The official PlayStation Spain website, featuring news, reviews, previews, features and more.

PlayStation Sweden • www.playstation-sverige.se
The official PlayStation Sweden website, featuring news, reviews, previews, features and more.

PlayStation Norway • www.playstation-norge.no
The official PlayStation Norway website, featuring news, reviews, previews, features and more.

PlayStation Australia • www.playstation.com.au
The official PlayStation Australia website, featuring news, reviews, previews, features and more.

PlayStation Japan • www.playstation.com/jp
The official PlayStation Japan website, featuring news, reviews, previews, features and more.

PlayStation Korea • www.playstation.com/kr
The official PlayStation Korea website, featuring news, reviews, previews, features and more.

PlayStation Mexico • www.playstation.com/mx
The official PlayStation Mexico website, featuring news, reviews, previews, features and more.

PlayStation South Africa • www.playstation.com/za
The official PlayStation South Africa website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/uy
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Venezuela • www.playstation.com/ve
The official PlayStation Venezuela website, featuring news, reviews, previews, features and more.

PlayStation Costa Rica • www.playstation.com/cr
The official PlayStation Costa Rica website, featuring news, reviews, previews, features and more.

PlayStation Paraguay • www.playstation.com/py
The official PlayStation Paraguay website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Ecuador • www.playstation.com/ec
The official PlayStation Ecuador website, featuring news, reviews, previews, features and more.

PlayStation Peru • www.playstation.com/pe
The official PlayStation Peru website, featuring news, reviews, previews, features and more.

PlayStation Bolivia • www.playstation.com/bol
The official PlayStation Bolivia website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Argentina • www.playstation.com/ar
The official PlayStation Argentina website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news, reviews, previews, features and more.

PlayStation Chile • www.playstation.com/cl
The official PlayStation Chile website, featuring news, reviews, previews, features and more.

PlayStation Uruguay • www.playstation.com/ur
The official PlayStation Uruguay website, featuring news



WITH SPEEDS IN FORMULA 1 EXCEEDING 200 MPH,
TOUGH TYRES ARE VERY, VERY IMPORTANT.

FORMULA 1 DRIVERS
KNOW IF THE GRAVEL
TRAP DOESN'T STOP THEM
THE TYRE WALL WILL...

A DETAIL NOT LOST IN...

F1 WORLD GRAND PRIX

DRIVEN BY DETAIL



PRODUCED BY

VIDEO SYSTEM

PUBLISHED BY

EIDOS

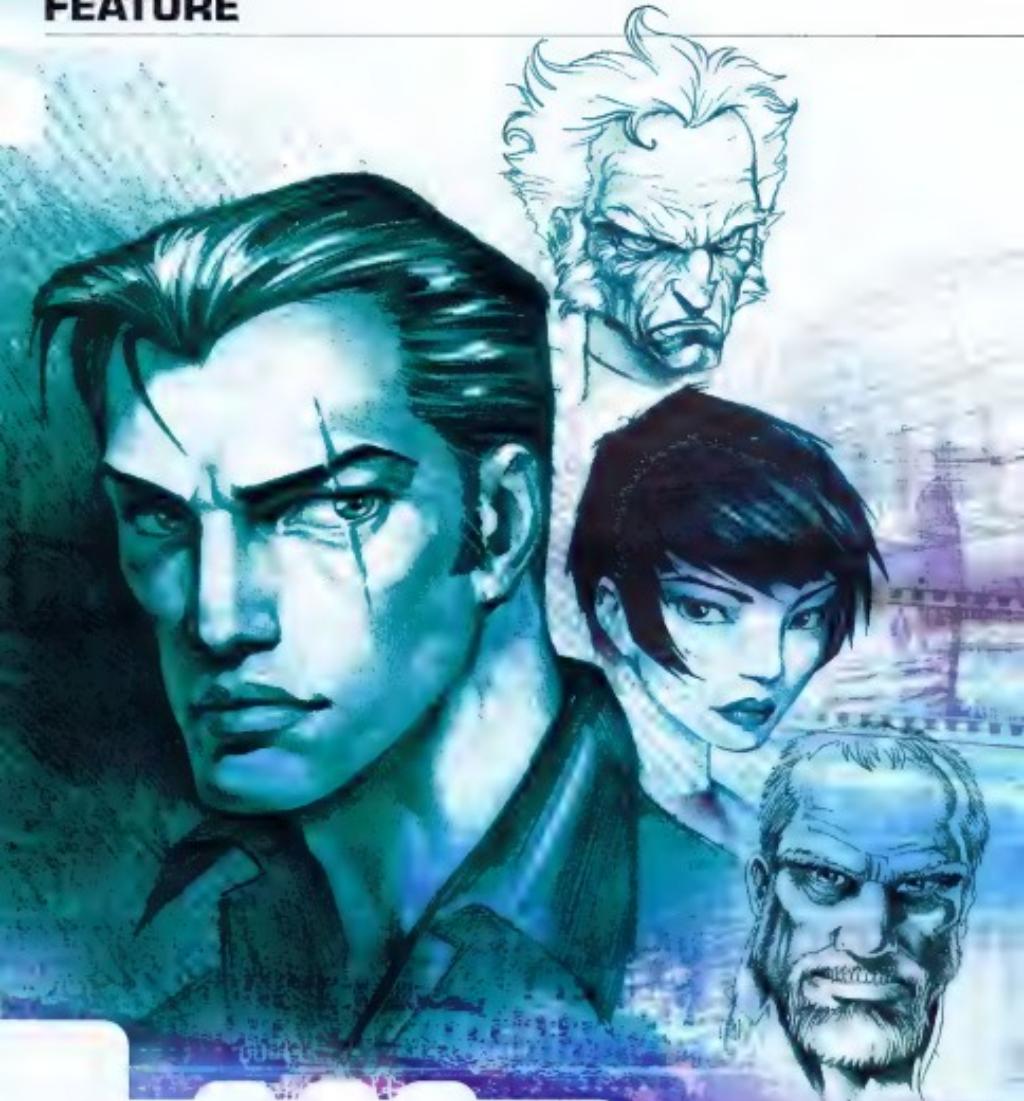
DEVELOPED BY

Larkhor



© 1998 Video System Corporation Limited. All rights reserved. Use of their respective company, as official partners of the F1 Formula One World Championship, Unilever, Unilever Refreshments and Amstel are trademarks of Video System Corporation Limited. "PlayStation" is a registered trademark of Sony Computer Entertainment Inc.

FEATURE



IN COLD BLOOD

FACT ATTACK

Publisher SOFT
Developer Revolution
Release May
Genre Action/Adventure

FORGET PLAYSTATION2. THIS YEAR WILL WITNESS THE LAUNCH OF THE MOST AMBITIOUS PLAYSTATION1 GAME YET. PSM BRINGS YOU THE QUIET STORM THAT IS REVOLUTION'S *IN COLD BLOOD*...

Words Chris Button Photography Martin Butcher



PSM magazine, 100 West 57th Street, New York, NY 10019, USA



The *Broken Sword* games cemented Revolution's reputation as one of the few developers capable of creating compelling point 'n' click adventures. Here were two challenging, well-balanced games that looked great and told sophisticated stories. But point 'n' click? That's a bit old hat, isn't it? It brings to mind wheezy old PCs with blocky graphics and beepy sound. Hardly very now, is it? Thankfully, Revolution felt the

THE COLD-BLOODED CAST

CORD

His name's Cord, John Card. MI6 agent and one name of Ar-Cold Blood. At the start of the game, Cord is being tortured by natives and for what reason, you don't know. But off that torture triggers a flashback to a seeming routine mission in the newly independent Vassan Republic of Volga.



KOSTOV

"Imagine John Wickless as a Russian freedom fighter," is the way Charles Cecil views to introduce Cord's conflict with Vassan - the teen-few Gregor Kostov of the VPF (Vassan Freedom Fighters). So, he'll be the one picking lots of the scum from his teeth at regular intervals then?



NAGAROV

Anvare aspired as the sort of character Peter Cushing played has to be a career and fit guy. Drinli Nagarov, the ruthless dictator who has seized power in Volga, is the antagonist of the piece. He tortures Cord at the start and he's also known to use a double-barreled shotgun.



CHI

A camp Chinese agent, Chi-ling Cheung interests Cord even more than the Americans. Cord first runs into Chi during the opening mission of Ar-Cold Blood. In due return, she's taken hostage by the Vassans and she may even end up having to trust her but now, far?



same way when they started designing what would become *In Cold Blood* - an espionage thriller that aims to mix action and adventure gameplay with the story and production values of a Hollywood blockbuster.

"We wanted to get away from point 'n' click," states Revolution MD and *In Cold Blood* executive



Out even collects secret information. Helped along by Super Green Cord

producer Charles Cecil. "We decided that it was too passé as a point-and-click mechanism. What we've produced is an action-based game that's as much about stealth but also about shooting, so it's immediately an exciting environment." Now all that said about sneaking and shooting may sound a mile off Metal Gear Solid or even the Resident Evil, but five minutes with this game and it's clear that Revolution are more intent on creating the next benchmark for story based gaming than attempting to outdo Konami's classic.

Like the Broken Sword games before it, *In Cold Blood* wants to spin a crackling yarn. In this case a tale of espionage and betrayal set in the Near Future, China and the U.S. are on the brink of war over Taiwan, and the newly independent state of Volga (somewhere in present day Russia), rich in the rare resource of blue nephrite, is under the iron grip of the dictator Drinli Nagarov.

The nephrite exists in real life and it's believed to offer the key to superconductivity at room temperature. In

"We wanted to keep the obstacles woven into the plot, as we did in the Broken Swords..."

- Charles Cecil

the game, this lets the Volgians create highly-advanced computers and weapons technology and gives Nagarov considerable strategic clout with the Chinese and the Americans.

Not that you know any of this because *In Cold Blood* starts rather curiously. And deliberately so. The opening sequence has your character - MI6 agent John Doe - being tortured by Nagarov, with memories flashing through his head as on your screen. Doe has cracked up and can't remember how or why he got there. But as he's tortured he starts to recall fragments of his past and, as his mind replays events, so

the player gets to play through these episodes in the game. In fact, you'll have played through two-thirds of the game before you arrive at the point where Cord is being tortured. The last third resolves the story.

OIC, so that may seem like nothing more than an elaborate





Cold Blood is the first game to feature a real-world location.



backstory to get you playing the missions, but that's easier than saying *Gran Turismo 2* is nothing more than a fancy driving game. Chiar is Cecil has his stories seriously analyzing classic screenwriting techniques and story structures and applying them to *Resolution's* games. He entrants that *In Cold Blood's* fractured plot line is, "A very exciting way of telling a story for us as game writers, because you can actually have the inciting incident at the start and it creates anticipation about what's going to happen. But since you don't know why it happens, the excitement and the tension." But, as Cecil explains, for *Resolution*, the story's never just an excuse for the game—the two have to be noticeably linked.

"When we came to planning *In Cold Blood*," he says, "we decided

that we wanted to keep the obstacles logically woven into the plot, so we did it in the Broken Swords, rather than put in silly puzzles. Although," he adds, "it is very tempting to come up with silly puzzles as they're so much easier to think off."

Cecil cites such puzzles as one of the reasons for the decline of the point 'n' click and it's hard to disagree with him. "People

PAY ATTENTION NOW, 007

No self-respecting spy trailer would be complete without a section of Q-style gadgets. The one you'll see most in *In Cold Blood* is the Remora, a chunky '70s digital watch . . .

REMORA DATABASE

The Remora database function keeps you informed of which what bad guys who is in it provides information on your mission status and background on what Cord and Miles knew about. In *Cold Blood* characters, weapons, and locations.



REMORA MAP

The map facility helps you navigate during a mission, while the Remora scanner comes in handy for tracking the pursuing guards and robots. Once you know where they are, you can decide whether to avoid them or just blast 'em.



REMORA IR LINK

The Remora IR link in *In Cold Blood* helps you to interface with other characters. Link one to one and establish a link, which enables you to hack into the Virgin computer network, capture key bits of info and info-only.



"understood the grammar of them so well," he explains, "that they could immediately see the solutions to the puzzles. So developers tried to stop them by making the puzzles illegal."

In Cold Blood's story is split into nine missions. Within the sweep of the



Thanks to hidden camera technology
we can spy on the project's successes

FEATURE

GOT A LIGHT?

Want to know how *In Cold Blood* will play? Here's the opening scene of a mission to give you a start.



After using a rope launcher to get in to a giant Valentine Land Trusty, Cord finds himself stuck in an inspection area. To get out, he needs to cut his one and only Jessie mine that sits in the middle of the screen and stand well back.



Still in the bowels of the Jacob house, Cord has made it to the relay engine room. There seems to be only one way to go down there: the front door of the engine room. The screen is at the end, with three and there aren't seem to be any ways to achieve it. Or is there?



As Cord walks down towards the left, his attention is caught (but his head turns) by a snake slithering from wall. Is there a center in his memory? So, click the Zippo under the bracelet.



and the alarm will go off, summoning a technician who's little surprised to meet a number of the British Secret Service. Still, he'll escort the FBI down, so all Cord has to do is shoot an XBox item out. But there may be gunfire up above and a gun that could hit them. Oh, and the fire doors



CHARLES CECIL "In Cold Blood clearly aspires to certain cinematic qualities in both its look and structure. Were there any films in particular that influenced you?"

► story and the scale of the game are vast, taking in some 400 cameras in around 100 different locations. As this suggests, when Cord walks from location to location, the game often "cuts" to a closer view of an area he's in, or to something he's looking at. It's a familiar technique, used from *Alone In The Dark* through to *The Resident Evil* but Revolution are confident their story-led approach offers something unique.

Revolution aren't afraid to take their inspiration from anywhere they find it. If an object in a room is useable, then Cord will use it. Head and look at it as he walks near. "We didn't want to highlight objects because we feel that was a cliché," explains Cecil. Just like Gabe Farkasdo on the PC, offers PSM, "Absolutely," adds Cecil. "We're not all aiming to take a good look from somewhere else."

With the more ponderous and delicate point-and-click interface gone, the real-time action can be a lot more urgent than Revolution's previous adventures. "We wanted to put more pressure on the player," explains Cecil, "but at the same time it's not meant to be unreasonable pressure." So, in most locations, you won't be forced into a gunfire straight away but will have the time



TALKIN' 'BOUT A REVOLUTION...

PSM: *In Cold Blood* clearly aspires to certain cinematic qualities in both its look and structure. Were there any films in particular that influenced you?

Charles Cecil: What we tried to avoid was *James Bond*, because it's very easy to fall into a Bond cliché. The situation of *The Usual Suspects* and action if you like the way those creators elements. It's a little pretentious to say we wanted to do like *Die Hard*, but we wanted to look at the intensity of them. It's a question of combining action with a strong story.

But isn't the nature of gameplay which is about doing things, at odds with storytelling which is about being told things?

My feeling about films is that I've tried writing films as games that are... create more players like an interactive movie. If we look at *Film* and try to work out how best to apply what we can learn to interactive entertainment, then we start drawing on cross borders. Films are a little frustrating the characters in their efforts. In a game, it's very similar where frustrating the player. Resolving the obstacles are legitimate and fun...

How do you see plot-based games developing in the future?

"Not many people in this industry are just producing a game that's slightly better than the last one. If there's a quantum leap to be made... and I'm not saying that definitely is... then it is by studying what seems to be about and what people want and how to come at it from a different angle."

But these changes are partly dictated by the technology?

Also yes. And certainly with PlayStation 2 we face a huge creative challenge. We're very excited by PlayStation 2 and we're very honoured that we're one of the few developers who've been trusted with a console. Valve got to know we've got to extend the theory to apply it to the new hardware because the opportunities made available by PlayStation 2 allow everything else. We were actually approached by the PlayStation 2 division of Sony Music right from day one to create games with emotion and they said "just as people like this who're into video games with emotion and they said 'just as people like this who're

"We wanted to put pressure on the player, but it's not meant to be unreasonable pressure" – cc

"I like games where you can actually progress fairly quickly..." - cc

CHARLES' REVOLVING RESUME

Revolution was set up by Charlton Coo, Tony Warner and Dave Sikes. Coo first hit the mark creating adventure games for the ZX81, Spectrum and Amstrad computers. Revolution have since won the story-led adventure, producing acclaimed point-and-click adventures



1992 LURE OF THE TEMPTRESS

Revolution's first game topped the charts for the ST, PC and Amiga – as it was with a compelling twist to today's far more frenetic and headline-grabbing fast-paced action-adventure game world.



1994 BEHEATH A STEEL SKY

A second Cyberpunk on Amiga, ST and PC, DASS – as it was originally known – was a cult game that inspired the graphic talents of MADMAX/Blowmen artist, Dave Gibbons.



1996 BROKEN SWORD

Revolution's first PlayStation title used Disney-trained animators and a musical score by Barrington Pheloung to augment a mysterious mystery about the Knights Templar. It scored 40/6 in PSM21.



1997 BROKEN SWORD II

George and Neo from Broken Sword swap Paris and the English for South America, an ancient Mayan prophecy and a doomsday bomb. DASS uses the same creative team as its predecessor and scores 41/6 in PSM21.

to work out what's going on first.

A stealthy approach is vital. However, you're a spy, not a soldier, after all. Shooting the Volkjan guards that patrol the locations may help you out in the short term but your warrants will alert other guards who'll hunt you down. How In Cold Blood will trade off stealth and shooting is still under wraps as Revs want to balance the game prior to its May release. Whatever the result, the game, and the story, should move at quite a pace.

"I like games where you can actually progress fairly quickly," says Coo, "so we give people large areas to explore. And we'll never force the character to go necessity at the way to the beginning of a section,

we always want to give the player that sense of progress."

So, In Cold Blood is a sneak 'em up, an action game and an adventure, while simultaneously packing the visuals and storyline of a top Hollywood blockbuster. That's a bit ambitious, isn't it? "It sounds



This is much more like it. A very good big bomb to open the window up a bit.

complicated but, as in a good story, it's actually very simple," claims Coo. "But hopefully, the player will only realize this in the climax and go, 'So that's what it is.'"

Revolution may have set the sights high but... judging from the quality of the early code... In Cold Blood shows every sign of fulfilling what used to be called the adventure into drama, new exciting and dramatic territory. Block your tickets now. ■



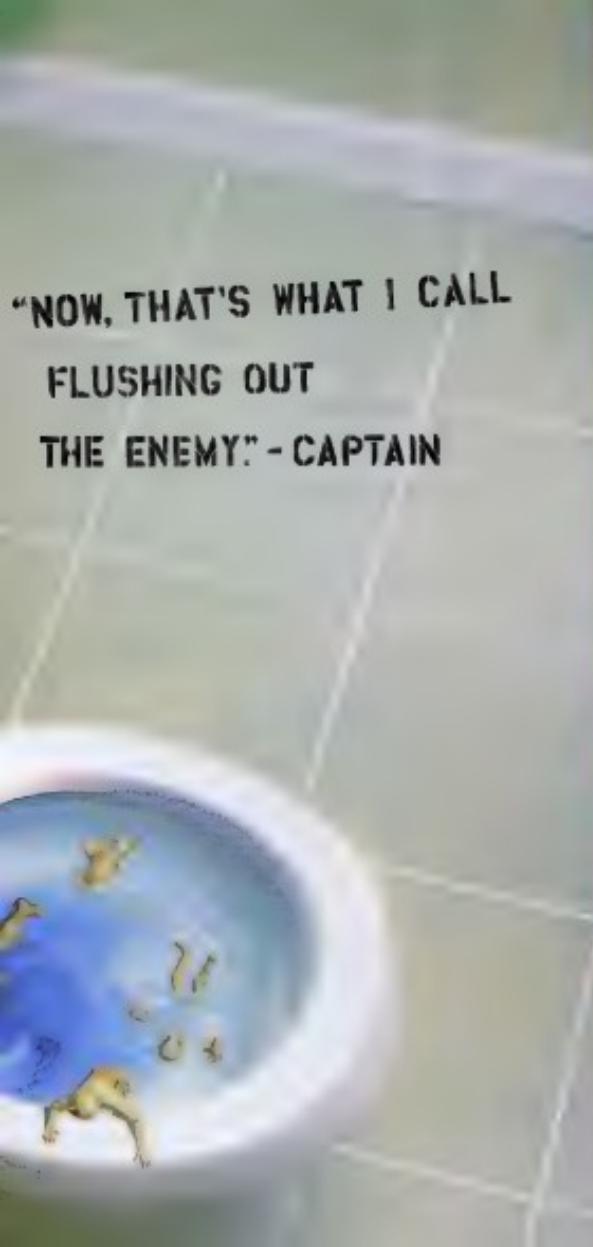
E-mailing details back to PSM, one user said that He was never seen again.





© 1999 The 3DO Company. All Rights Reserved. 3DO, Army Men, Air Attack, Real Combat, Pisto Nen, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. PlayStation® and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.





"NOW, THAT'S WHAT I CALL
FLUSHING OUT
THE ENEMY!" - CAPTAIN



REAL COMBAT. PLASTIC MEN.

ARMY MEN
AIR ATTACK

3DO

www.army-men.com

DIRE PREDICTIONS
ARMED VANDALS ARE ON THE LOOSE.
IT IS A BATTLE FOR SUPREMACY.

DOXE



DO NOT DISTURB

PREVIEWS

FEB 2000

PlayStation
MOST WANTED
THE FUTURE GAMES PSM IS DESPERATE
TO GET ITS GRUBBY LITTLE JOYPADS ON

1. MICRO MANIACS
Gaming's newest challenge! The Micro Man's tiny, tiny claws are at your disposal but the fight's been already started.

2. DRIVER 2
Get Inside! The race is on with each racing just doesn't cut it as far as car chasers like themselves.

3. BIOHAZARD: GUN SURVIVOR
Bioshock buster! Prepare to face off against the Biohazard Jones with a G-Spec and PSM have never been stronger. Action! Action! Action!

4. SPEEDBALL 2100
Rampage continues! PSM can't wait to go back to the future with their favorite Blimp brothers.

5. PLANET OF THE APES
Time Immortal... A game that's been waiting to happen for over 20 years. The simia strike!

OR WHERE THE HELL HAS THIS GAME GONE? PSM HUNTS DOWN THE GAMES THAT HAVE GONE MISSING IN ACTION.

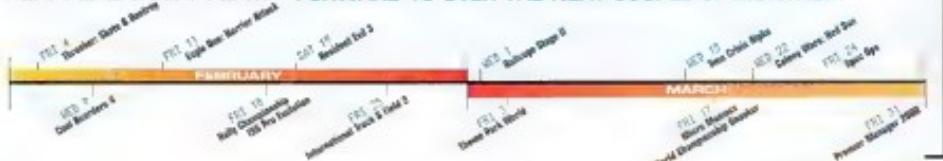
Prince Naseem Boxing

Coedmasters

Due to hit the shelves almost a year ago, Coedmasters' boxing pugilist still doesn't have a definite release date. Latest news? Relisted preview code is on its way and Nas will be replaced by Mike Tyson for the LS version, both tentatively pencilled in for an April release.

INCOMING...

JUST A FEW OF THE GAMES YOU CAN LOOK FORWARD TO OVER THE NEXT COUPLE OF MONTHS...



Rally Masters Race Of Champions

AFTER CORNERING THE SAFETY-CONSCIOUS MOTOR AND ATTRACTIVE PINE FURNITURE MARKETS, THE SWEDISH ARE MOVING INTO VIDEOGAMES



Rally Masters'
locations - Italy, England, US,
Finland, Gran Canaria and,
naturally, Sweden - offer a
pleasing environmental contrast

Swedish developer's Digital Illusions started life making glass games. They were rather good at it too, but eventually had to admit that the future of videogames was unlikely to involve a little chrome ball bouncing around a confined environment. But all that experimenting with ball-bearing physics wasn't to go to waste. Racing games - with their emphasis on pinging from one collision to the next - were the natural next step, and so, Rally Masters was born.

The Rally Masters: Race Of Champions game occurs in three Canadas after the last round of the World Rally Champ ship. It's a bonito event that has an effect on the car's overall. World Rally Standings, but is a damn good excuse for a sun-drenched jaunt to the Canadas.

The race format is a little different from the usual wet-weather-to-dry track we're used to. In this race, two drivers set off side by side on adjoining tracks that effect only create a dual-car-away. The track crosses over on itself so that, by the end of the race, both vehicles have travelled the same distance without ever meeting each other.

Now it would be reasonable to suggest that an online game based around one track, sputtering pasting brings a bit. But the guys at Digital Illusions aren't known for sitting at those

Data desks twiddling their thumbs. Realising the a-sad-truth effect a one-track champ isn't gonna have on the game's appeal, they've been busy making up new ones and to date 45 tracks spread across six nations should make the final version.

And if that means all of work has gone into the track selection, then you should take a look at the range of vehicles on offer. The final count has yet to be decided, but expect a mix of rally cars, convertibles to emerge a few general漫者 (Ford

Using the digital controls is surprisingly intuitive.

Fiat, Peugeot 206, Mitsubishi Evolution VI, etc) as well as past rallying classics (including the now-banned Group B cars such as Peugeot's 205 Turbo 16 and the Audi Quattro).

Of course, there's little point having real cars if the handling isn't up to scratch and this is something Digital Illusions have spent many man-hours refining. Perfecting, perhaps. Playing



The physics model applies force individually to each wheel as realistically as possible. This is then tweaked to keep the game playable



Rally Masters using the Delta controls is superbly intuitive, with cars responding authentically to your every command, so that after a few laps you're beginning to powerslide around the wider corners with aplomb. The analogue option isn't quite as immediate, feeling too loose for comfort, but hopefully this will be addressed prior to release.

If the handling is not all that, the game's structure has come from the arcade side of the traces. There are a number of Challenge options including the usual stage-based stuff, a rally cross option (four cars on track simultaneously), an Arcade Mode (start from the back of the grid and overtake everyone), and, of course, the Race Of Champions. Such a smorgasbord of options should ensure plenty of longevity, but just to be sure, you'll also be able to make up your own championships by choosing categories and tracks from the customiser.

So there, concrete proof that PlayStation's rally games are the perfect introduction to the world of rallying games. ■

Mark Donald



Like all racing games these days (iamo 6X, if you must), Rally Masters' vehicle selection includes a generous range of realistic rally cars.

WATCH OUT FOR...

THAT OH-SO FANTASTIC HANDLING



The most crucial aspect of a rally game has to be the handling. Graphics won't save you (though they always help, of course), but if you can't get the car to powerslide around Tarmaco, arena and road just like they do on BBC2, Thankfully, that is Rally Masters' forte. Throw your car sideways into a corner with the necessary velocity, apply opposite lock while hitting the accelerator and while as you power yourself out of trouble (almost) every time - the satisfaction from getting it right can't be underestimated.

OPINION

• POINTS

- Real yet intuitive handling
 - Excellent graphics
 - Plenty of challenges
-
- ### • POINTS
- Fantasy, I were an expert
 - Absurdly hectic racing
 - Can't take an off-road

! ADVANCE WARNING

Currently, Rally Masters' certainly looks the part and controls are to be commended. The real test of play should keep players busy and the set to go construct your own championship events. The Liverpool assault can prove further.

Beatmania

JAPANESE BEMANI WEIRDNESS WITH A EURO TWEAK FINALLY MAKES IT TO UK SHORES. THE BEAT GOES ON



A very simple premise is Beatmania. Step one, select style of music, a sort of light jazz in this case. Step two, frenzily bash buttons as they drop down the screen. Step three? That's it.



The sounds of Melaka provide the backbeat to the garage level. You'll know it when you hear it.

The Japanese are almost slavishly obsessive about Western pop and keep just about anything from these shores. Even Shanghae are cult heroes over there, for pity's sake. So in an effort to let the kids emulate their idols, Konami set about releasing a host of games that became known as the Bemani series. Beatmania was the first of these titles that enabled gamers to pretend they could DJ like Norman, play guitar like Jimi or drum like Keith. Needless to say the crowds loved it and the series went on to become hugely successful in Japan.

The question is can such a distinctly Japanese phenomenon repeat its success in the UK?

The odds are long. Parappa The Rapper, despite being a great party game, never really took off in this country. However, Beatmania has merit. Parappa's issue was it was attempting to bridge the cultural divide with its European earthen.

Let's try explain how the game works. Simple, I promise.

video slide down the screen on a four musical note. When the block reaches the bottom you press the button that corresponds to each note on the stage. One of the notes on the stage, by the way, is a screeching turntable, for an authentic DJ sound. It's a simple idea, which can get extremely frenetic once

"Just a few beats distinguish the house DJ from the pro"

you get going. As the tune kicks off, a flurry of blocks area down the screen providing better button action since the early days of International Track & Field and demanding the dexterity of a card shark.

The music on the Japanese version may not include head-



Video animations running in the background provide endless amazement for the audience – until it's time for them to step into the spotlight and have a crack. Then they'll find out how hard it is



wouldn't instruments, but it can still be difficult to acquire a taste for it. Enter Rosario UK and their expert club consultants. First, make the game more accessible by drafting in UK players Melcop and Skeewf to contribute a couple of tracks. Familiarity with the music seems to make the game easier to play and the idea is already to get used to the controls with the songs you know, and then build up to the less familiar ones as we'll, Japanese b-g beat.

Being a highly-competitive nation, the game includes a Two Player Mode in which you compare who's better in your mate's (using 40%). Both tracks use different notes, so if one person's really good, but the other is tone deaf, the chances are they're going to have the neighbours calling the noise police. So picking up on just a few beats distinguishes the house DJ from an intermediate pro, and look out because you're graded at the end of each of the five stages. Embarrassing if you turn out to be a F-grade dancer.

Small packages of spins down a black screen might seem a little

A world of strange Japanese musical styles is in store in Beatmania. Rosario UK doesn't release ABBA by the way...

so I graphically, but the developers have turned it up with a video window running all manner of psychedelic weirdness. Teddy Bears doing sit-ups that merge into angry Japanese Geisha girls, a cartoon of Dory Gilligan... Most unusual, it gives your mates something to watch while you're thumping the keys on the pad. Or spinning the plate on the turntable controllers. Wicked, wicked? Can't wait. ■

Dan Meyers

WATCH OUT FOR...

THE SOOTHING SOUNDS OF THE JAZZ LEVEL



Pretty much the last level you'll get to, Mike Kodo's freeform jazz is anything but soothing. Starting off with a relatively simple track, it descended into a storm of blues flying down the screen, causing a sporadic load of notes flying. Then the multiple buttons come into play, which is when it gets really hard... Being double-jumped helps.



OPINION

⊕ POINTS

- ⊕ Great tunes
- ⊕ Easy to learn
- ⊕ Classic bar player game

⊖ POINTS

- ⊖ Incredibly difficult
- ⊖ Graphically sparse
- ⊖ Takes hours of practice

⊕ ADVANCE WARNING

Newcomers will need to absorb a whole load of basic skills before they can start that effectively explain the subtlety of modern club culture. Mix this up with a bit of patience and it'll make great post-beatnik entertainment.

Theme Park World

ROLL UP! ROLL UP! READY FOR THE RIDE OF YOUR LIFE?
 YOU HAVE TO DESIGN AND BUILD IT FIRST...



Move the camera whenever you like thanks to the new 3D engine. Don't forget to keep an eye out for problems such as tears, thugs and broken rides.



Subtle mood decisions you make also tell whether or not your theme park is pleasing the patrons.



Anyone who played the original *Theme Park* on PlayStation will know exactly what to expect from this sequel. As a theme park entrepreneur you must build and maintain your own version of Disneyland. But building rides is just a small part of your task. You have to hire various members of staff: researchers to develop the rides, security to deal with any trouble makers and cleaners to mop up all the sick from the kids who can't hold their ice cream.

If you want to rake in the cash then you've got to keep your customers happy, right down to sending them in strategic directions. You can also employ performers to keep the kids interested while they queue to get on the rides. The attractions slab it up as mini-games – amusements like Whack A Mo – and Tortoise Racing are fun distractions from the main game.

In each park there are a number of Golems I chel to collect. There are awards when you achieve certain goals, like making a filthy great pile of lemons or herding a dangerously large number of guitars through the turnstiles. So does Tickets unlock other parks, namely The Lost Kingdom, Halloween World, Space Zone and Wonder Land

Each one has its own theme, The Lost Kingdom is a jungle theme park with rollercoasters that plummet down donkey-backs, while Halloween World features a bouncy castle in the shape of a giant frankenstein.

Theme Park World's main attraction though, is the new First Person Shoots, which enable you to walk around your park from a parker's eye view.

The park's attractions double up as amusing mini-games?

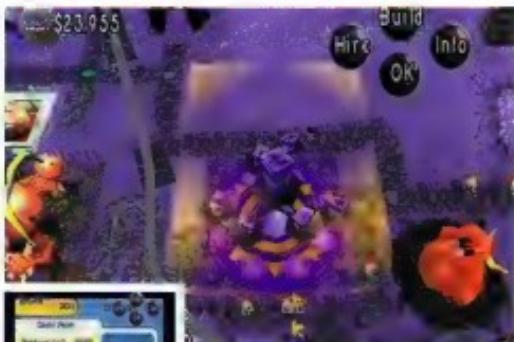
and even tag on board the rollercoaster you made earlier.

The odd thing about *Theme Park* is that you can't beat it. There's no end goal, you just keep accumulating cash and linking up with your park until you die. Once you've opened up all the different parks, you can switch between them at will, so if you get bored with one project, you can always move on and come back to it later. Which is exactly what we'll be doing when we return with the review next month. ■

Nick Jones

WATCH OUT FOR...

THE SIDESHOWS, SUB GAMES AND, UM, TORTOISE RACING



Aside from the main game you can access loads of little mini-games. Just test your ride耐力 (endurance) in research games or try and outlast your friends in mini-games. You can also visit the Candy Floss Factory and even have a flutter on the dubious Tortoise Racing.

PSM OPINION

+ POINTS

- Loads of variety
- It's quite challenging
- Great sense of humor

– POINTS

- Can be tiresome
- Boring graphics
- Bits and bobs are missing

ADVANCE WARNING

These Parks should not be a lot of fun unless you have to put a lot of work in to get a decent return. It is a good game for playing strategy battles, but if you prefer action or adventure you had better look elsewhere.

dukes/hazardous/driving/miss/daisy

The Dukes Of Hazzard

JUST THE GOOD OLD BOYS. NEVER MEANIN' NO HARM. BEATS ALL YOU NEVER SAW. BEEN IN TROUBLE WITH THE LAW. PROBABLY

The Dukes form some of the fondest TV memories of childhood, so we'll try not to let the mists of time cloud our vision... But damn it, the chance to drive the General Lee, the Duke Boys' famous orange Dodge Charger, is a small dream come true.

SouthPeak's PlayStation interpretation of the classic show is due out in March and it will be, as you might expect, a driving romp. Comically rendered cut-scenes link each stage race together as you adopt the roles of various Duke clan members trying to save Uncle Leetle's farm from the repo-



acted by members of the original cast, who provide the in-game dialogue and Wayne narrates as the story progresses – just like an episode of the TV show. The gameplay also delivers plenty of Duke-osity. There are loads of stunts to try, off-road sections to explore and non-stop waiting to be hit at 120mph.

Our only reservation is that the arcade handling is a little heavy-handed at present, so racing around in the General Lee doesn't feel like the driving a car. Graphically, the environments also lack variety as the entire game takes place in and around Hazzard.

Embassies will rightly wait for the Duke boys to come home with great anticipation. The presentation on lots of the right country in western films (and includes the General Lee's car-horn) so if the controls are fine-tuned and the graphics are jazzed up a bit, then we could all be having a mighty ball come March. ■

Miles Gentry



Cut scenes between
missions make you feel like you're taking part in a typical TV episode rather than just playing a game



Jumping the river
was Rausa Talking a riverboat

"There are loads of stunts to try..."

men. On the way you'll meet choppers, duel on the dusty highways with Sheriff Rosco and even go for a spin in Boss Hogg's big van to Coalville.

DODV is already playing pretty darn well, perfectly capturing the spirit of the show. This is due in no small part to the inclusion of the famous Way An' Entonin' theme song over the wicked opening sequence. Further atmosphere is

WATCH OUT FOR...

THE ORANGE, MILITARYRANKED ONE THEY CALL LEE...



Let's face it everyone watching TV in the late '70s wanted to jump ponds cars is the General Lee and now you can. Under any other circumstances, DOV would be just another driving game without the depth of BT or the looks of Ridge Racer Type A. Check in the dangerous dreams however, and it's a whole new leg of innsomia. Ladies and gentlemen, we give you the General Lee!



OPINION

• POINTS

- Great soundtrack
- Varied objectives
- The General Lee

• POINTS

- Little room for innovation
- Basic controls
- Basic graphics

• ADVANCE WARNING

- Sorry, first time licensees. First, though, the TV show was a cult classic and they deserve at development stage because pols when think they'll sell
- Revising the original storyline of "Assembly" still needs a lot of polishing



COME WITH SPYRO TO A
MAGICAL, ENCHANTED
KINGDOM.....



AND SET FIRE TO IT.

SPYRO'S BACK, AND THIS TIME HE'S READY TO SHOW US WHAT BEING A REAL HERO IS ALL ABOUT. HE'S BETTER EQUIPPED TO DO IT TOO, WITH NEW MOVE, NEW SKILLS AND A PAIR OF BROAD SPANKING NEW WINGS. ALL THE BETTER TO GET HIM THROUGH HIS HUGE NEW GAME. SO WHAT ARE YOU WAITING FOR? LET'S GET BURNING.

 PlayStation	△○×□	www.playstation.co.uk/spyro2
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION.		

Rollcage Stage II

STOCK UP ON THE SICK BAGS - OFF-THE-WALL RACING IS BACK WITH A VENGEANCE

Evelopers A1D have been around for over a decade, working on titles such as Cybercycle, Blast Chamber and Super Sprint. But the Unipanda coders are better known as the lateral thinkers behind *PlayStation's* *Rollcage*, the head – and stomach – turning racing game voted Most Likely To Make Your Inner Ear Bleed by PSM. Inspired by Wipeout (indeed, the game was originally to be titled *Wipeout: Rollcage*), *Rollcage* was one of the most innovative games of 1999. Karts traversed tunnel ceilings as easily as roads, while on-board weaponry blew scenery off the track and into the paths of your rivals. *PlayStation's* Psychotic, More! line.

Now improved by Stage, Stage II promises to be even more extreme. Where *Rollcage* had seven power-ups, Stage II has 12. What's more, those 12 can be multiplied by an accumulator system. Chain a series of power-ups together and multiply an already greater level of stunning and devastating effects. Stage II also ramps up the range of offensive weaponry, including the machine gun, a countdown bushwhack and a repulse ring.

Then there's the new single-player game modes. Scramble, for example, challenges you to



On the speedway
Create your own mind-blowing speeds well in excess of 400mph

race down a short section of drag track as quickly as possible, without falling off the edges into the abyss. Then you must perform an emergency stop in the Skid zone, or overshoot... minus your dignity into the forthcoming pit that waits beyond.

The one remaining question marks over Stage II is whether the Replay Mode will offer customizable cameras. It has yet to be implemented but it'll be a shame if A1D didn't give us the opportunity to relish some of the most spectacular crashes the PlayStation has ever seen.

Rollcage Stage II concentrates on providing more of the same from the tracks and weapons to game modes. In many ways, it's more of an update than a sequel, but what an update. The new modes and weapons all look spot-on, even if you're still enjoying the original, Stage II should make you fall head over heels in love all over again. ■

Steve Brown



City tracks include levels amounts of destructible scenery, which can be used to block your opponents' path. Target weapons at susceptible structures and leave nothing懦able in your wake



In Scramble Mode the tracks are suspended in space. If you don't win your broken vehicle you'll plunge into oblivion



WATCH OUT FOR...

THE ONE-TO-ONE COMBAT



The two-player Combat Mode is undoubtedly Stage II's most hardcore feature. Opponents compete deathmatch-style, and the one condition is invincibility so you can decide when to poison or kill first. The new range of weapons and shield power-ups really prove their worth here, particularly when you're fighting with another invincible. What's more, the shield placement ensures matches are balanced and keeps both the arena's compact design keeps you permanently within each other's sights.



OPINION

POINTS

- Roger alien-like material
- Entertaining new game modes
- Excellent online tracks

MINUS POINTS

- A team race is a result on
- Basic car is less impressive
- Disorientating gameplay

ADVANCE WARNING

Stage II is as much more than the original, while retaining the same core concepts, especially there are new tracks, but more importantly there are new single and two-player modes. The new weapons and an improved learning curve

Cool Boarders 4

SNOW JOKE: WILL COOL SNOW SURFING LEAVE YOU FEELING BOARD?

ANSWER: READ THIS PREVIEW AND MAKE YOUR OWN MIND UP



The slopes and scenery are by far the most impressive yet seen in a PlayStation snowboarding game. Many of the courses have plenty of alternate routes to take as well - just like the real thing.



Even though *Cool Boarders* was the first snowboarding game on the PlayStation, the series has always had an advantage over its rivals. Yet, the reality of the three games released so far has yet to live up to its reputation. What's more, the PlayStation isn't exactly jumping for another snowboarding game; in recent months there has been MTV Snowboarding and Capcom's Trick 'N' Snowboarders.

But *Cool Boarders'* developer, 989 Studios, are determined to make the definitive snowboarding game. They've taken on board the criticisms, refined the controls, introduced a raft of new features. One of the most obvious changes is that *Cool Boarders 4* uses real life snowboarders (not that most of us will be able to tell our Chet Ormondsons from our Jenny Halopats) and genuine

board manufacturers. Each boarder is capable of performing hundreds of stunts, named tricks and special moves. PSM's particular favour is being the starfish trick.

The game's options offer as you could want from a snowboarding sim, with the usual Downhill, half Pipe and Big Air Modes, spread over five distinctive locations. There's

Shame your friends with gnarly method melons..."

WATCH OUT FOR...

THE CHANCE TO TAKE ON YOUR MATES



Undoubtedly the split-screen, *Multplayer Mode* is the highlight. Few other snowboarding games offer the chance to compete head-to-head with your PlayStation buddies - and with no drop-off in graphical quality!



Trick opportunities are plentiful on most courses

also a simultaneous four-player option, which'll enable you to shame your friends with your gnarly method melons. Each of the 30 courses is packed with stunts and contains a secret, which is only triggered if you prove your peak prowess. It's an added incentive to anticipate, until hard plants are natural as pavin' wind.

Of course, GBC was let down by its control method. Mercifully, 989 promise that - coupled with courses featuring 30 frames per second - GBC will be a doddle to control. Wax your boards now. ■

Paul Rose

A PSM OPINION

+ POINTS	- ADVANCE WARNING
<ul style="list-style-type: none"> ■ Tons of courses ■ Counter-specific events ■ Authentic boards and riders 	<ul style="list-style-type: none"> ■ The handling isn't great ■ Inadequate sound effects ■ Surfers from other games don't make a good team

Guilty Gear

Publisher: Studio 3

Developer: ARC System Works

Number of players: One to two

Release date: March

This 2D title wouldn't have looked out of place five years ago. But, despite the release of fighters like Tekken 3, there's still a sizable tribe of gamers who prefer their beat 'em up to stay on a single plane. At least Studio 3 and ARC seem to think so.

Given that Guilty Gear's arriving on the PlayStation some years after most of its direct competition, you expect it's a look and pay all east as well as Street Fighter Alpha. Not so, unfortunately... at

last not at this stage. The graphics and animation look very dated, and when the game play gets going there's nothing you can really do except hammer the buttons and noise for a in vain.

Perhaps the most frustrating aspect is the length. It takes moves which take absolutely ages to power up but when activated instantly kill your opponent. Can you begin to imagine a more frustrating way to lose a fight - especially when against the computer? It's not an especially rewarding way to win a fight either; unless you have a fetish for over-the-top cartoon violence.

All is not, one for die-hard Street Fighter fanatics and manga maniacs only. Look out for the full review of Guilty Gear next issue. ■

Justin Calvert

OPINION

The 2D fighter that time forgot. Even worse, Guilty Gear doesn't even look like it could hold its own against Street Fighter



Flashy special moves provide a distraction from the poor fighter animation



SHOCK² RACING WHEEL HORSEPOWER!!

Feel the passion. Drive to win. The yellow and black badge on this stunningly handsome racewheel tells you true. No other wheel has horsepower like this.

The most powerful vibration motor. The most authentic F1 controls.

The most astounding effects. Style and class no other wheel can live with.

Feel necksnapping g-force. Gnarly hand braking. Vision blurring acceleration. Teeth rattling curb jolts. Shattering collisions. Feel your hands on the wheel of destiny. The red barriers are waiting for you. The blue flags are out for every other racewheel.

only
£39.99



THE NEW SHOCK RACING WHEEL THAT LIFTS YOU FROM POLE TO FLAG.

99% DUAL SERVOS WITH 100MM ULTRA-POWERFUL INTEGRAL MOTORS FOR MAXIMUM EFFECTS.

Unprecedented realism and precision
pedal options with HIRAKI STEEL LEVERS.
Acceleration and brake levers.
Analog sports paddle fully compatible.
Also available on PC, Mac and Macintosh 64™

Available at: Electronics Boutique, Carrys, Dixons, Game, PC World and Toys R Us.

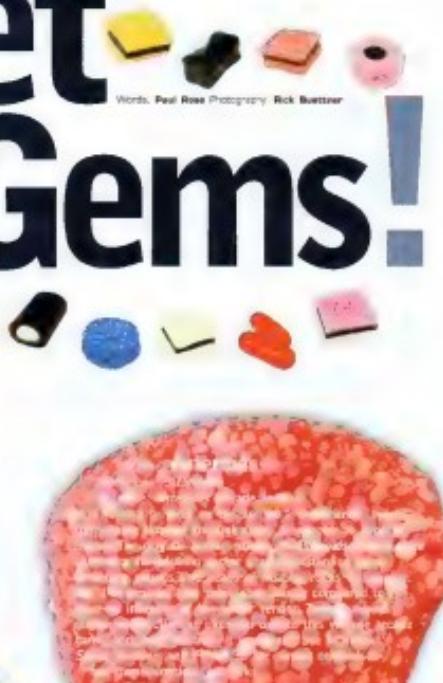
www.guillemot.com

Midget Gems!

Words: Paul Rose Photography: Rick Buettner

HIDDEN IN THE DUSTY RECESSES OF MANY A PLAYSTATION TITLE LURK SOME CLASSIC MINI-GAMES, OFTEN BETTER THAN THE PARENT GAME. THINK OF THEM AS HIDDEN TREATS, OR COOKIES, OR MIDGET GEMS, OR SWEET TREATS, OR...

ANOTHER NOTE: THIS IS WHY WE ENDED UP USING HALF A BAG OF ALMONTS TO ILLUSTRATE THIS SELECTION (SORT OF). THE BEST MINIGAMES EVER, ALLRIGHT? SORRY? NOT SORRY YET...



No one quite knows when the practice of putting mini-games inside bigger ones began, but it's a staple of many PlayStation titles. Strangely, many of today's mini-games wowed the gamers of yesteryear and were considered to be state-of-the-art. So, in the future, we can all expect to be playing PS2 games hiding amusing little diversions like *Gran Turismo 2*. But, until then, *PSM* offers you our guide to our favourite mini-games, with a rough guide to just how much each midget gem is worth. Bargain!

WHAT'S IT WORTH?

\$9.99



Game: Ridge Racer

Developer: Namco

Mini-game: Galaxies

How you get it: Galaxies plays as Ridge Racer loads.

Sweet! The first PlayStation game many people played was, ironically, an arcade game from the mid-1980s. Though

Galaxies takes away as Ridge Racer loads up – much to the chagrin of some people – subsequent installments of Ridge Racer have enabled you to play Galaxies (or its sequels) for as long you damn well please. Undoubtedly the warm reception this mini-game received, inspired Namco to hawk around its retro *Musical* series.



WHAT'S IT WORTH?

\$0.78

FEATURE

MINI-ME CONT'D

03

Metal Gear Solid

Minigame: Solid Snake

By repeatedly hitting the \circlearrowleft button, Snake will light up a cigarette and puff away. The aim is to see how many fags you can manage to get down his neck before his lungs pack in and he falls to the floor in a crumpled, smoking mess.



04

Quake II

Minigame: Quake II: warez
RaEZ!!!! Edition

A simulation of what it's really like for PC owners to play Quake II over the Internet. This game is exactly like PlayStation Quake II, except it constantly pauses and unpastes at random, can only be set-up if you understand Pascal programming, and crashes every two minutes.



Tekken

Developer: Namco

Minigame: Galaga

How you get it: Namco in retro mode! See below

Sweet! Goggle at the gaggle of UFOs that stream down the loading screen. Then zap 'em out of the sky. If that were all, Galaga would be just another 20-second distraction, but this time it gets serious. Hit \square when you see the number of hits pop up and you'll skip through the levels like a real life fighter. Then try hitting \uparrow , \downarrow , \circlearrowleft , and \circlearrowright on controller two while the games leading for multiplayer madness.

£7.23

WHAT'S IT WORTH?

£16.66



Resident Evil 2

Developer: Capcom

Minigame: The Fourth Survivor

How you get it: Finish the game in under two and a half hours, saving only once. Eek!

Sweet! This mini-mode is only for those with the brassiest of balls. When, or rather if, you get your hands on the gatling gun, you'll unlock this rock-hard survivor game, in which you have to lead a SWAT team member from the sewers to the roof of the police station.

Without getting killed.



WHAT'S IT WORTH?

£17.42

Pac-Man World

Developer: Namco

Minigame: Pac-Man (arcade original)

How you get it: Select it from the options menu.

EWOK! It's impossible to hold that Pac-Man says, "Wakka wakka-wakka." In reality the noise is closer to "Waaaaah waaaaah waaaaah." Still, it's a solid perfect recreation of the 3D arcade game, and fun for yourself. Eat the dots, swallow the power-ups, avoid the ghosts. Eat the dots, swallow the power-ups, consume the ghosts. Repeat until full.



Midget Gems

WHAT'S
IN IT?

£3.33

Spyro 2: Gateway To Glimmer

Developer: Insomniac Games

Minigame: Dragon ice hockey

How you get it: See below

Sweet. Once you've killed the Yeti in the Colossus level dead, pop into his room and jump out of the right-hand window. Hop up the steps to the left and you'll reach a monk at the top who'll invite you in for a two-minute dash round the ice rink. A nice touch to a game already crammed with gameplay.



WHAT'S
IN IT?
£34.99

Final Fantasy VII

Developer: Squaresoft

Platform: PlayStation, PC

How you get it: As part of a Special Edition

Square. You're in for a whole bunch of minigames.

Since you've got a CD-ROM version of *Final Fantasy VII*, you can choose from a dozen mini-games: chess, racing, and submarine warfare... three weird-and-strange mini-games that are very bizarre. And it's freely told that in all the bonus material there's plenty of fun. Fortunately, some of them are integral to the game itself, so players are invited to

the game itself, so players are invited to distractions that you can play as much as you want. It's the variety and diversity of *FFVII*'s minigames which make Square's RPD such a masterpiece.



MINI-ME

(CONT'D)

05

FIFA 2000

Minigame: Street!

You take control of a male or female streaker, and must remain on the pitch for as long as possible. First the players, then the referee, then the police, and ultimately the crowd, give chase, to the accompaniment of that funny Benny Hill music.



06

Croc 2

Minigame: Conveyor Belt Croc

As Croc, you're strapped into a dentist's chair – your eyes held open with gaffa tape – and forced to watch as a conveyor belt passes before you, displaying a selection of fine wares – shoes, hats, handbags, belts etc – stitched together from genuine crocodile skin. How many items will you remember at the end of the round?



WHATEVER HAPPENED TO THE POCKETSTATION?

Sony were scheduled to release the PocketStation – the ultimate mini-gamer's accessory – earlier this year. Unfortunately, the peripheral has only been released in Japan. For the uninitiated, the PocketStation is a cross between a Memory Card and a Tamagotchi, vaguely resembling a clunky Game Boy. It has an LCD screen, a teeny joystick, and a couple of buttons.

As well as being able to save games, the PocketStation can play portable versions of games compatible with its bigger brother. For instance, in see American football game, you can use it to train players for use on your PlayStation, while travelling to school. Sadly, Sony

decided not to develop the project and the idea has since been nixed by Sesa.

A worldwide release now seems, breaking news has it that Sony is to produce a Link equipped PDA that's compatible with PlayStation2, TV, DVD, hard drives and more. Sega's *Sony 2...*



Sony's hand-held peripheral could have taken videogames to a new level. But it won't be...





JOY

Enjoy full access to the Internet with the people who made it accessible in the first place.
Enjoy it for nothing but the price of a local phone call. Enjoy Netscape Online.

— [yellow starburst] — [Get a free trial account](#) — [yellow starburst] —

tab colour code

REVIEW GAME

ADVENTURE GAME

BEAT 'EM UP

SHOOT 'EM UP

RPG

SPORTS GAME

STRATEGY GAME

TOP SECRET

THIS MONTH, HUGE GAME GUIDES TO QUAKE II AND GTA 2, YOUR QUESTIONS ANSWERED IN DO IT YOURSELF PLUS THE BEST OF POWERLINE. SORTED!

WELCOME...



This was the month that saw *Final Fantasy VIII* completed. Thank God. All the Guardian Forces in the proverbial bag, that evil witch cast out at last, and a veritable army of Chocobo's trained up and ready for action. What's that you say? *Final Fantasy IX?* Nurse, the screens etc...

Dan Mayers



OFFICIAL
SOLUTION!

GAME GUIDES

- | | |
|---------------------------|----|
| Quake II | 73 |
| Grand Theft Auto 2 | 79 |

DO IT YOURSELF

- | | |
|-------------------------------------------|----|
| Tomorrow Never Dies | 68 |
| Crash Team Racing | 68 |
| Medal Of Honour | 69 |
| Metal Gear Solid: Special Missions | 69 |
| LMA Manager | 70 |
| Dino Crisis | 70 |
| FIFA 2000 | 70 |

POWERLINE TIPS

- | | |
|------------------------------------|----|
| FT '99 | 71 |
| TF Downhill Mountain Biking | 71 |
| This Is Football | 72 |

TOP TIPS

- | | |
|-----------------------------|----|
| Left Track and Field | 68 |
| RH Manager | 68 |
| Tomb Raider 3 | 68 |
| Style Play 2000 | 70 |
| Coin Master Rally | 70 |

Do It Yourself

STUCK SPYING IN SAIGON? SURPRISED BY THE SS? LEFT SOBING BY SNAKE SOLID? SEND YOUR REQUESTS IN TO DO IT YOURSELF AT PSM AND WE'LL GIVE YOU A HAND

REQUESTED BY RICHARD SYMONDS, FAREHAM

HOW TO... BLAST BARRELS WITH BOND

TOMORROW NEVER DIES

There is no need to expose Mr Bond to risk when it comes to defeating the fiddly media mogul Carver and his private army. There is a trick that ensures 007's tweed remains free from stains, while ensuring that the world remains safe. As the Sergeant in P.M. Metal Jacket endlessly informs Private Pike, to be a marine your rifle has to become your wife, your lover and your best friend. The troops in *Tomorrow Never Dies*, having taken this advice on board, have similarly bonded with their weapons - so much so that a shot to the rifle is as fatal as a shot to the heart. Don't ask.

So before you blunder round a corner into a gang of armed opponents, pause and activate the targeting system. Once the soldier's gun will protrude ahead of the rest of his body. If it doesn't, sidestep a little closer until the barrel becomes visible, but be sure to keep enough distance between you so as not to attract their



attention. Utilise the silenced PPK as even if the shot misses, the target will be unaware of your attempt to terminate them. Once you've placed your gun in the centre of the crosshair and exercised your licence to kill, three rapid rounds into the exposed weapon will do the job. ■

REQUESTED BY PETE HILLS, DORCHESTER

HOW TO... PERFORM SUPER SHARP SLIDES

CRASH TEAM RACING

Crash and his karts can prove so tricky to handle as the boulders start flying, that any advantage you manage to gain can make the difference between first and last place. Thankfully, there are a number of ways to gain extra turbos, without the need for fancy items and power-ups.

When powersliding try this little trick to help race you to the easier board. Hold **□** to slide as normal and snap an eye out for the exact moment that the smoke turns black. Hit **□** and a small turbo will fire. Try to repeat this basic three times and a much longer blast of acceleration will kick in, sending you speeding towards the finish line.

For turns starts try hitting the accelerator at the precise point between the illumination of the third and fourth lights. If your timing is accurate enough you will leap forwards immediately into the lead. Turbo jumps can be performed by hitting **□**

at the top of any ramp. When your kart hits the floor a burst of power will result that will last exactly the same length as the time you spent in the air. ■



TOP TIPS

INTERNATIONAL TRACK AND FIELD

Start in **100M METRES** and select **100M** and **100M METRES**. Press **↑**, **↓**, **←**, **→**, **□**, **△**, **○**, **×**, **Rubber**, **Power**, **Boost**.

From the **100M screen** and enter any event. Press the game. Hold the four shoulder buttons and **□**, **△**, **○**, **×**. See how button **Left** and **Right** don't **↑** or **↓** to move the jumper. Once selected **Clear** **100m** on the **100m** screen and return the bar to **100m**. Crash that bar until you'll see the **100m** available **Play**.

Enter **100m** and **100m** again. Press **↑** or **↓** to move the jumper and **←** or **→** to move the **100m** and **100m** screen. **100m** **100m** or **100m** and a stack of bars will be awarded. Now Crash on the last three digits of your **100m** game. **100m** **100m** or **100m**, and a scale will appear as the bar is **100m**.

RA MANAGER

For **100m** seek balance. Change the default race to the longer race screen to **1000M**. To get all the power ratings go to the **level** **choose** **defeat** **enemy** race in **MFL800_5H**.

REHESTER, JR., JEREMY MATSON-CREWE

HOW TO... BE GREAT WITH GRENADES

MEDAL OF HONOUR

Grenades are the perfect way to clear rooms that are packed with enemy soldiers. The method is simple—set the explosive and toss it through the troublesome opening, into the room. Pause in your position of safety, cycling through your weaponry until the explosion occurs. Then slide into the room, finding those fortunate enough to survive the initial blast.

The grenade will have zone enough to soften up those inside and ensure that your arrival will be met with only minimal resistance. However, some caution must be exercised as the guards are smart enough to throw your grenades back. So if you hear the



distinctive sound of a grenade bouncing nearby, retreat as rapidly as possible and wait until the danger has passed. Not only do the troops in *Modiñ Gó* Honsar have sufficient AI to return grenades, they will also make the supreme sacrifice and throw themselves on the device, as such as happens still and again in the *Ku* Jia.

Their cowardice can be exploited, in

these traps
condensed with
scampering for safety will
no longer be interested in
returning your fire. So when
attempting to clear longer
corridors, launch the grenade the
maximum distance possible; equip the
submachine gun and step out into the
new vacated tunnel. With their backs
turned, pump rounds into the
scampering hoards with impunity. ■



TOP TIPS

REBUTTED BY WILLIAM BONNER, MARTIN FRODOL

HOW TO... SOLVE SNAKE'S PUZZLE

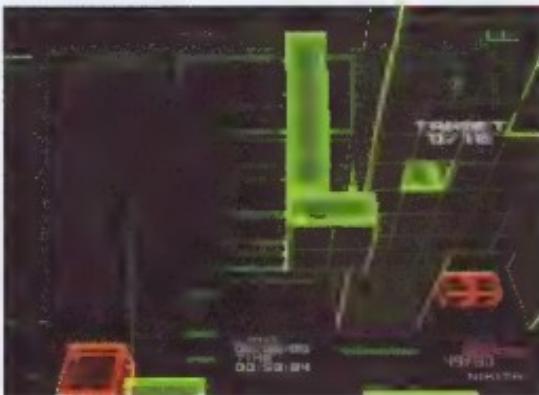
METAL GEAR SOLID: SPECIAL MISSIONS

Of all the puzzle levels in *Metal Gear: Special Mission*, the toughest is the sixth mission. The aim is to destroy all the red targets and since these blocks also form the bridges that enable Snake to get around, the order of their destruction is critical.

Snake's head and then refund to the second lowest level and detonate the top bridge and the single block at the bottom of the screen. From this separate section it is possible to hit all the other targets, except one, by dis-selecting the Nikita as the missile passes the block. Once that is done, chamber up the slope to the right and destroy the final blocks to complete the level.

More levels of class! Press **①**, **②**, **③**, **④**, **→**, **↑**, **↓** at the top selection screen and select "Create a character" and hold **GBL**. Then press **①**, **②**, **③**, **④**, **→**, **↑**, **↓**, **←** at the next screen.

TOMB RAIDER 3
All weapons and traps: blade
slingshot (1) (1) (1) (1)
bow (1) (1) (1) (1)
arrow (1) (1) (1) (1)
gun (1) (1) (1) (1)



REQUESTED BY JOHN STYLES, ASHFORD

HOW TO... **SCRAP FOR SURVIVAL**

LMA MANAGER

Those who decide to take control of First and Second Division clubs will find that life can be tough. The constant spectre of relegation and the lack of cash to replace your poor players will hamper you every move. One way to break the cycle is to use the loan system. Taking a player on loan is always a risk, most are unknown quantities who haven't played First team football for their teams and so can't be judged on their form. But there are a few names that always seem to be able to turn in season altering performances. The raw talents of Lee Cole of West Ham and Stephen Connard of Liverpool are two who never seem to fail, while the former internationals Ally McCoist is able to score regularly in the First Division.

Try and select loan signings using the same criteria as you would to buy a player, but be aware that if a player sustains an injury or is unable to cut it, terminate the loan as soon as possible as most loan signings take a substantial slice of wages. ■



TOP TIPS

TRIPLE PLAY 2000

Reindeer have red eyes
and antlers. Reindeer have
antlers. Reindeer have red eyes.
Reindeer have red eyes and
antlers. Reindeer have red eyes
and antlers.

COLD HOME RALLY
Enter three men for
show or things.
However! Who has the
stage?
Answered: Poor wretched
Alphonse Schriner speaks
with a ready voice.
Therefore! Play about with
the roles.
Urgent: Shows are a torto
oise. Free, ~~free~~, after the
act, ~~act~~, ~~act~~.
Anonymously: Justice requires
power.
Puritans! There about there
Individually gives you our
benevolent, benevolent.
Encouraging: Free Jello or
Rhubarb? Right, anyone.

REQUESTED BY STEPHEN HARSTS, STURTHOPE

HOW TO... IMPROVE YOUR WARDROBE

DINO CRISIS

Completing *Diva Crisis* can be a joyous occasion, not just because of the sense of satisfaction, but also as a result of the extras that await you from each victory. The first time that the Islands are vanquished, a new microscope and a new super shotgun will be on offer. At first only two outfits can be accessed, but two others will be added when the game is finished once more wearing the new clothes.

A third success will be rewarded with a Grenade Launcher and unlimited ammo, but only if you've discovered all three endings. The final bonus is the addition of a sub-game called Operation Wipeout. Your task is to destroy all the dinos in sight and escape the base within a set time limit. But you have to already be good up against the clock to access it, as completing the title in under five hours is the condition. ■



REHEATED BY SIMON ASHTON, EASTLONDON

HOW TO... BECOME A FREE KICK FIEND

FIFA 2000

Once a foul has been given, lie the arrow up so the rest of the flight points from the keeper. Adjust the wings fractionally so ensure that the ball ends up in the top corner and starts to bend the arrow using the shewder butt knobs. Curve the flight so that the shot arcs around the wall and across the keeper rather than aiming away from the goal to bend it back in. This means that the keeper has further to travel as the ball moves away, rather than towards, his flying form.

Holding # well adjust the power of the shot. If the ball is to hit the back of the net this arrow need be at its maximum. This will reduce the amount of bend on the ball, so it requires an adjustment of the targeting arrow. Imagine a line from the end of the arrow and move 't' to a ball's width inside the post. It may not go in first time, but with practice they'll



soon be sailing into the net. Only fouls around the 18 yard box are close enough to use this technique for. Otherwise your best tactic is to hit a low cross to the striker on the edge of the penalty area. Aim to one side of the defenders and use power so the ball reaches you forward. ■

OFFICIAL UK PlayStation

POWERLINE

THE LATEST CHEATS STRAIGHT FROM THE BRAIN AT SONY

The official PlayStation Powerline is a unique service holding a wealth of immediate gaming advice, available at the touch of a button. Can't see the cheat you want here? Give the Powerline a try. Just call the number below. Once connected press 0 to go to the same menu. Now just key in the five figure code printed on every game disc (and featured alongside the cheats here). If there are any tips and deals, you'll hear them here, so have a pen and paper ready. Alternatively, phone the Powerline and wait to hear the range of other options including the latest release schedule. Just press the button required. What could be easier?



**CALL
09064 765 765**

PRESS 0 FOR THE
GAME MENU

PRESS # FOR THE
POWER MENU

ENTER THE FIVE
DIGIT CODE
LOCATED ON
YOUR GAME DISC
FOR INSTANT
GAME HELP

ACCESS THE
SOFTWARE
RELEASE
INFORMATION
SECTION

Call the official Powerline on
09064 765 765*

*From 9pm, 1 minute service. Calls charged at 42 pence per minute. Please add pence from the bill prior to calling. Service provider - Telecom-Potential. P.D. 024 66, Channel 2501 180.



FI '99
1997

The following cheat codes are all activated by achieving a high score in the Grand Prix Mode. The cheat codes should be entered on the high-score table. To activate the Rings and Safety cheats, select the cheat you require from the bottom-right corner of the Grand Prix screen and race another Grand Prix.

Rings cheat: This enables you to collect gold rings while you race. Enter the following name on the Grand Prix High-score table using the correct upper and lower case letters — **Xrrps**.

Safety cheat: This enables you to race in and against safety cars in the Quick Race Mode. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters — **Safety**.

Race at night: This enables you to race in the dark on the Monaco circuit in Quick Race Mode. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters — **Nights**.

Each subsequent cheat must be entered when a new high score has been achieved while racing within the Grand Prix Mode, on any circuit and with any type of car set-up, or driver.

NO FEAR DOWNHILL MOUNTAIN BIKING

COMING

From the main menu select the Time-Trial option and highlight 'use correct/len access code'. Providing the cheat has been entered correctly, you'll be able to use the cheats from the main menu, or within the Championship, Time-Trial, Dual and Tournament options.

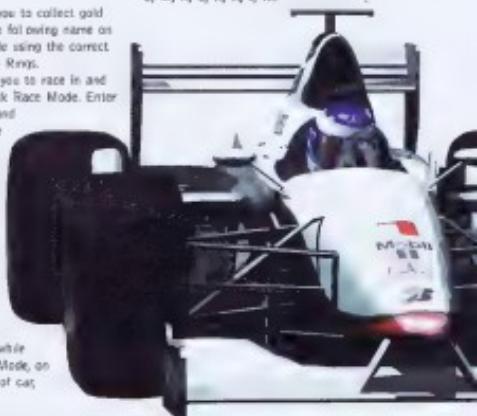
Open all trails: Enter the following letters on the competition access code screen: **L, O, T, S, O, F, E, A, R**.

Open all bike upgrades: Enter the following letters on the competition access code screen: **L, O, T, S, O, F, G, E, A, R**.

Open the Trick Trail: Enter the following letters on the competition code screen: **M, O, N, K, E, Y, B, I, K, E**.

Two new riders: Enter the following letters on the competition code access screen: **G, O, O, B, E, R, S**.

Mirror Mode for all options: Enter the following letters on the competition code access screen: **E, D, O, M, R, O, R, E, I, M**.





Low gravity for your chosen bike: Enter the following letters on the competition code access screen, though this cheat will make the bike harder to control: B, I, G, F, L, D, A, T, E, R.

Cartoon Trail cheat: Enter the following letters on the competition code access screen (You must have a space between the fourth and fifth letters, as well as the sixth and seventh letters). If the code has been entered correctly, the Haworth Hill trail can be raced in cartoon graphics, but only in Amateur Mode: T, O, O, N, [Space], I, I, [Space], U, R.

Wire Frame trail cheat: Enter the following letters on the competition code access screen. If the cheat code has been entered correctly, the Waltzmann Path trail can be raced using the pre-graphic wire frames, but only in the Amateur Mode: T, Y, R, E, F, R, A, M, E.

Dots Trail cheat: Enter the following letters on the competition code access screen. If the cheat code has been entered correctly, the Sunshine Forest trail can be raced through what appears to be a universe of stars; but only in the Amateur Mode: L, O, T, S, O, F, D, O, T, S.

Alien Trail cheat: Enter the following letters on the competition code access screen. If it's entered correctly, the Dry River Valley trail can be raced on an alien moon, but only in Pro Mode: A, B, D, U, C, T, I, O, N.

Lava Trail cheat: Enter the following letters and number on the competition code access screen. If the cheat code has been entered correctly, the Aso Volcano trail can be raced during a volcanic eruption, but only in Pro Mode: L, A, V, A, L, A, N, D, Z.



Virtual Reality Trail cheat: Enter the following letters on the competition code screen. You must have a space between the sixth and seventh letter. If the cheat code has been entered correctly, the Cuevas Del Drac trail can be raced within a virtual world, but only in Pro Mode: J, A, G, K, E, D, [Space], I, I, N.

SOUTH PARK

00158

To access these in-game cheats and bonus characters, select Enter Cheat from the main menu select and then enter the cheat code required to access your character. Once you have inputted the cheat code correctly, go to the Head To Head game option from the main menu and your desired character will be accessible from the character select screen.

For Chef enter: Y, L, O, V, E, M, A, C, H, I, N, E.
For Wendy enter: B, C, H, E, C, K, A, T, A, C, O.

For Terrence enter: S, R, A, F, T.

For Philip enter: P, P, H, A, E, R, T.
For Jed enter: J, H, A, W, K, I,

M, G.

For Mr Macky enter: A, C, H, E, A, T, I, N, G, S, B, A, D.

For Officer Barbrady enter: D, E, L, V, I, S, L, I, V, E, S.

For Big Gay Al enter: G, O, U, T, R, A, N, G, E.

For Starvin' Marvin enter: M, S, L, A, P, U, M, E, A, L.

For Mr Garrison enter: V, D, O, R, O, T, H, Y, S, F, R, I, E, N, D.

For Pig enter: E, F, I, S, H, H, N, G, H, I, P, S.



For Jimbo enter: Q, S, T, A, R, I, N, G, F, R, O, G.

For Ice enter: H, K, I, C, K, M, E.

For Ms Cartman enter: K, A, L, I, W, O, M, A, N.

For Mephisto enter: N, G, O, D, S, C, I, E, N, C, E.

For the alien visitor enter: T, M, A, J, E, S, T, I, C.

For the in-game cheats enter: Z, B, O, B, B, Y, B, I, R, D.

You will now be able to select the cheats option from the main menu which will give you invincibility, all weapons, unlimited ammo, and the level select options.

THIS IS FOOTBALL

00700

The following cheat codes are all entered on the main menu. When you've entered the cheat code, select to play an esh billion match, choose the teams and strategy and then begin the game. If the cheat code has been entered correctly you'll hear a dull sound effect. When you begin the game the graphics will have changed accordingly.

Small players: $\textcircled{1}$, $\textcircled{2}$, \rightarrow , $\textcircled{3}$, $\textcircled{4}$

Players with big heads: $\textcircled{5}$, $\textcircled{6}$, $\textcircled{7}$, $\textcircled{8}$, $\textcircled{9}$

Players with small heads: $\textcircled{10}$, $\textcircled{11}$, $\textcircled{12}$, $\textcircled{13}$

Players wearing tracksuits: $\textcircled{14}$, $\textcircled{15}$, \leftarrow , $\textcircled{16}$, $\textcircled{17}$

The picture is black and white: $\textcircled{18}$, $\textcircled{19}$, $\textcircled{20}$, $\textcircled{21}$

Play using a human head as the ball: $\textcircled{22}$, $\textcircled{23}$, $\textcircled{24}$

$\textcircled{25}$, $\textcircled{26}$

Play with your players looking like baby dolls: $\textcircled{27}$, $\textcircled{28}$, $\textcircled{29}$

Play with your players topless: $\textcircled{30}$, $\textcircled{31}$, $\textcircled{32}$, $\textcircled{33}$

Players as '70s bikers: $\textcircled{34}$, $\textcircled{35}$, $\textcircled{36}$, $\textcircled{37}$



00:03.02



STILL STUCK IN THE BADLANDS OF STROGG? TIRED OF TAKING ON MAKRON WITH THE FUTURISTIC EQUIVALENT OF A CATAPULT? THEN TRY OUR FRAGGIN' GUIDE TO CRISPY GIB-STEAKS...

Quake II

OFFICIAL
EVOLUTION

HANDY HINTS

- Save all restarts until the situation demands their use. These three opportunities to heal and re-equip yourself are worth preserving until matters become truly desperate. There will be times in the game that progress may seem impossible but there are often chances to heal much of the damage done just after most of the serious encounters.
- When entering a new section, pause the game and note how many kills you have already made and how many there are left to slaughter. This information reveals if there are any undiscovered bands of Strogs roaming in areas that you thought were clear or if there are any in locations as yet undiscovered. This menu also reveals the number of secrets available, but don't waste time searching for them as many will prove pointless and they often expose you to fresh pits.
- Use the shoulder buttons to move around corners so you can always bring your weapon to bear before your opponent. Also this is perfect for avoiding Railgun blasts and missiles.
- The scenery can aid your struggle. Boxes and walls provide useful cover. Lift shafts and raised walkways are ideal for dropping grenades onto Strogs who are ignorant of the threat from above and doors will crush any opponent stupid enough to linger in the doorways. ■



YOUR ARSENAL



BLASTER

This standard issue shotgun's weak to the point of useless and is only redeemed by the fact that it never runs short of ammunition. Best used for locating secret holes in walls and occasionally for giving the odd Strog a nasty bruise.



SHOTGUN & SUPER SHOTGUN

Available in single-barreled and dual-barreled varieties, these weapons are ideal for when the more glamorous weaponry runs dry. Super at close range it is only the long reload times that score against them.



MACHINE GUN

With a plentiful supply of bullets, the Machine Gun is the general purpose workhorse of the weapons world. Its rapid rate of fire is counteracted by a lack of accuracy over distance. Use it in tandem with the Shotgun and the Super Shotgun.



CHAINGUN

Of disappointingly negligible fire-power, the Chaingun wastes time and ammunition with its long spin-up and spin-down times. Suitable for larger opponents only and even then slugs of rounds will end up in the scenery.



GRENADES & LAUNCHER

Far maximum effect-area, retreat from an opponent and toss an explosive directly at him. The only area of caution is that if a grenade makes contact with your skin it will detonate causing untold damage.



ROCKET LAUNCHER

The best weapon available. Maximum fire-power, minimum reloading time. It may be suicidal over short distances, but is ideal for clearing rooms and knocking out opponents who pose a serious threat to your well-being.



HYPERBLASTER

It has a devastating rate of fire that seems to freeze opponents - even those as substantial as Tanks. While cells may be less numerous than bullets, the Hyperblaster is the best piece of kit to have in your armory.



RAILGUN

Powered by a long reloading time this disappoints. Supreme in its power, its practical use is limited by its lack of rapid fire. Three shots to destroy any opponent is impressive but less so when some others are bearing down on you.



BFG 9000

Tired of sulterng at the hands of the Strogs? The BFG 9000 will reach any perceived lack of fire-power. However, since this monster uses Cells for its power you may prefer to use the Hyperblaster rather than save up

**2 INSTALLATION**

A Machine Gun awaits at the top of the first lift. Bump into the switch to take the weapon. The lift takes you to a raised walkway with extra armour and a Quad Damage multiplier. Dash outside and jump across the broken bridge from the point of one shard to the other. Through the unlocked door await more grunts. Once they have been cleared return to the great outdoors, descend the stairs and pass through the waste pipe. Kill the Trooper and open the sewer below diving in. ■

**① THE OUTER BASE**

Enter the first room, collect the shotgun and use it for your first kill. Once bloodied, dive into the water and swim under the bridge for the secret. Back on dry land, clamber on to the lift and descend the ladder for the Medi-pack. Returning to the upper level keep going, taking the equipment located by the water. Take the opportunity to hear outside to collect the

armour before running back up the broken pillar into the base. Beside a group of crates there is a hole in the floor which you can drop through into the water. Beneath is a small chamber. Is a hollow containing the Super Shotgun and the final secret. Equip this superior side arm and scamper back along the corridor, through the control room, to the right and up the stairs to complete the section. ■

② THE COMMS CENTRE

The nearby pool will yield a Quad Damage which should last long enough to fight your way through the level to a lift. From this lofty vantage point you can jump down on to the bullet-proof jacket you bypassed earlier. After collecting the armour ascend back to the walkway and continue onwards, past the window and into the control room. Shoot the dog and Glimmer before bumping into the control panel and collecting the key card. Retrace your steps until you encounter the flying enemies and stroll through the now unlocked doors to the lift. Activate the floor level switch to lower the bridge and go back outside. After another encounter with the flying monstrosities run over the bridge to the exit. ■





THE DETENTION CENTRE

Dispatch the two Enforcers and equip the Chaingun before jumping into the open to face a Gladiator. Shoot the Railgun and keep hitting him. Once he has departed, plunge into the water and collect the Invulnerability before taking the Yellow Key guarded by the three Enforcers. Clamber up and face yet more Stragg, including some firing from an High. Access the raised platform by entering the left-hand door and running upstairs. From here the lasers can be turned off.

and a small jump across the gap will give access to the Chaingun. Return to the ground floor and head through the right hand door into the Detention Centre. On the right a small room conceals the switch to turn the lasers off. Deactivating these will enable you to access the Quad Damage icon near the start of the section. Utilise this to destroy the tank patrolling around the cell block. Bash the red buttons to release the prisoners and deplete their pools of equipment, before racing down the corridor to complete the section. ■

THE GUARD HOUSE

Clear the cells and steal all the equipment on offer before using the lift to ascend to the next level and enter the next room. Collect all the extra horns and deal with the Flyers who emerge from the back wall. Take the exit to the right and

emerge, blinking, into the daylight. Dispatch those who dare to challenge you and drop on to the lower level floor. Enter the left-hand door and collect the health packs concealed behind the crack in the wall. Turn around and go back through the other door. Skirt the edge of the room to avoid the collapsing floor before encountering yet more guards. After bumbling into a large vat, pile grenades on to the hapless guards below before descending to collect the debris they leave. A Tank walls outside, flanked by numerous guards. Draw them back into the tunnels and deal with them individually before using the Chaingun to knock the Tank off his perch. Deactivate the lasers and wander inside to take the first pyramid key. Turn around and retrace your steps through the Guard Chamber back to the open area just outside the Pyramid. This time opt for the cover of the four doors. A switch inside will drop a drawbridge and release two lizards. Knock them out of the sky as quickly as possible and end the level by crossing the bridge. ■



THE SECURITY COMPLEX

This section opens with a firelight and a number of blocked doors. Press onwards, descending down into the heart of the structure. Dispatch the Chaingun and pause at the entrance to a vast hall. Use the doorway to provide cover as you pick off the various aliens contained within. The rear door provides access to the Pyramid, where you

will be told of your new mission to locate the two keys required to open this monolith and gain admittance to the level hidden below. Return to the hall and exit via the side door on the raised level to the left. From this balcony the lasers that blocked your progress earlier can be deactivated. Return to these openings and head through the larger one to the Guard House and a new restart point. ■



THE TORTURE CHAMBER

Collect the Hyperblaster and rush down to the cell's whereabouts. Start freeing prisoners and looking for a crack in one of the walls that conceals another Hyperblaster. Climb back up to the next level, past the Marine under the circular saw and onwards into the Torture Chamber itself. Activate the switch to lower the cage and take the key behind the captive. Equip the

Hyperblaster and destroy the spider before returning to the surface and the Pyramid. Once there, bash into the console to open the structure, equip the Hyperblaster and dive into the opening. The fan at the bottom of the shaft will cause you to float slowly downwards so fire as you descend. Once all the Stragg have departed, step into the exit. ■



① GRID CONTROL

Slaughter the Strogg and dodge the Lasers to collect the Grenade Launcher and Flak jacket. Rush to the end of the corridor, collecting the extra health pack, and fire up to face the pair of Tanks. Upon their death a tracked bot will be revealed. Ponderously slow and cumbersome he leaves his flank constantly exposed to attack. Exploit this by launching grenades into his back and retreating into

cover before his weaponry is brought to bear. Repeat this task as required and collect the two health packs that are located behind the large pillars. Once he has departed use the Blaster to find the secret ropes hidden in the two side walls and jump into the hole that opens up. Destroying the blue crystal will reveal the exit, but before departing for the next level inspect the back of the pillar to discover the Racket Launcher. ■

**② TOXIC WASTE DUMP**

One of the most fast and easiest levels is the Toxic Waste Dump. It is quickly traversed. Quickly pick off the Iron Maidens and the Tanks that are located near the start. Ascend the stairs retreating only when an on-screen message informs you of a door opening to collect the exposed items. Furthermore, blast the broken bar that blocks access to a number of bonus items and a switch. When the end wall is reached, butcher the Berserker below and drop down to finish the level. ■

**③ POWERPLANT**

Shoot out the Berserker behind the lasers and use the Rockets or Hyperblaster to waste the Spider. Once that threat is removed descend into the water and wander around behind the pillar, go down the ladder and collect the red key. Return to the starting point and cross the bridge into the town. Deactivate the lasers on the left side of the main room before going through the right-hand door to face another Spider. Then you plunge into the pit between explosions and destroy the two Iron Maidens before using the fan on the other side to float you upwards again and on to the lift.

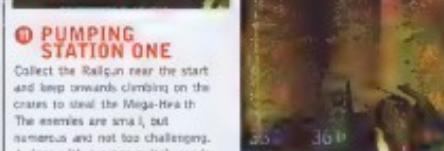
After saving the level, press **←** towards the left and pick up the Data CD. Exit past the body of the Iron Maiden who appeared as you collected the CD. Once out of the door and on the lower section,



return to the start and go through the door that originally requested the CD. Another lift will appear in front, climb on to it and rush across the bridge. Deactivate the reactor base and kick off the Gladiator who appears on the far side of the room. Return to the previously sealed doors on the walkway and you will now find yourself on the other side of the reactor core. Slide through the side door and jump into the pit. ■

④ PUMPING STATION ONE

Collect the Railgun near the start and keep upwards climbing on the crates to steal the Mega-Hellah. The enemies are small, but numerous and not too challenging. A door with a green switch nearby will drop you into a secret corridor with extra equipment and enemies. Wander along the ledge to the raised section and rush back through the liquid using the



Environmental Suit found there. Collect the yellow key and waste the Tank then pulling the handle on the right-hand side before returning once again to the reactor. ■

② THE REACTOR

Dispatch the first Strogg with the Grenade Launcher and mop up whatever is left. Dive over the platform to smash all the extra health he has. Arm the Hyperblaster

and prepare for a battle with a number of Tanks and guards. Return to the reactor and wait for the nuclear explosion to free up the jammed door. The lift will take you to the end of the level. ■

**③ RESEARCH FACILITY**

Activate the console and destroy the pair of dogs before engaging a number of Tanks and Troopers. Use the Hyperblaster to dispatch them all before spinning around to waste the dogs that approach you from behind. Steal the Medi-gage that they have revealed before continuing down the corridor and turning to the right. Upon reaching the locked door go back across the junction ready to do battle with an Iron Maiden. Ignore another Marine wandering aimlessly and activate the panel just beyond the tank. Enter the lift and descend to the next floor.

On the lower level use the terminals to activate the bridge that spans the lava pit. Make near-perfect jumps to hit the switches on the side walls that open the previously sealed doors. Return to the restart point via the lift and go through the security screen. Once there steal the commander's head and return to Defence Command, which the severed body part will enable you to enter. ■

**④ DEFENCE COMMAND**

Use the pentagon-shaped building as cover to take on the two Tanks and then blast the pair who assault you inside. Rush to the main control room, go through the only unlocked door and blast the walls on the left and right. Return to the main hall and find the door that is now unlocked, this will lead you to the Research Facility. ■

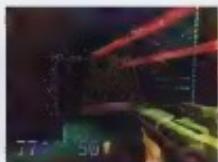


© GRAVITY BOOSTER ROOM

Destroy those who block your path and collect the Combat Armour on top of the crates. Turn around and collect the extra health pack hidden by the door. Wipe out the Guardians with the Hyperblaster, or by trapping them in the door. Shoot the Berserkers off the balcony and climb through the door on to the moving platform. While you are waiting to arrive, equip the Shotgun and blast the Flyers that hover near the bottom.

The level boss of B's section is remarkably ineffectual, despite his immense size. His lack of speed and inability to turn means that he won't delay you on your mission. Use the Rocket Launcher to hit him in the rump repeatedly before scurrying behind a pillar as he roars. Once he has departed collect his reactor, equip the Hyperblaster and step into the transporter beam. Two Guardians and two Enforcers await you and need dispatching as quickly as possible.

In the final room plant the A-Bomb in the receptacle on the glass wall and step into the transporter opposite. On your arrival rush past the Tanks to the higher ground and use grenades from on high. Return to the main hall where another boss will burst from the floor. Keep the glass control panels between the two of you and hit him repeatedly in the rear with the hyperblaster or Rocket Launcher. ■

**© INNER CHAMBER**

Utilise the extra Medi-packs situated around this level and use the time honoured methods of bouncing grenades off the walls to destroy the Tanks. The two walkways contain three Makrons and early hits with rockets will nullify them. Dodge the lasers that blast through the door and step out into full view of Makron. Don't be

fooled this is only a projection of the final boss. So instead of wasting valuable ammunition, stand on the four switches. Activating two of the four will release Flyers from the back wall so have a shotgun ready to deal with them. Scamper up the right of stairs and face the final confrontation. ■

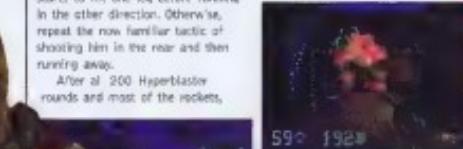
© MAKRON

Makron himself has to be beaten twice, once in robot form and once in person. In first his incarnation he takes the form of a cumbersome robot that is easy to hit but tricky to defend yourself against. In his armoury are a number of projectiles that fire green beams that will drain your energy from full to nought within seconds. Obviously they are to be avoided, and the best technique is to wait until Makron's motors whirr and he starts to tilt one leg before running in the other direction. Otherwise, repeat the now familiar tactic of shooting him in the rear and then running away.

After at 200 Hyperblaster rounds and most of the rockets,

Makron will surrender his steed and face you on foot. While his robot explodes use the opportunity to collect the additional health and armor scattered around the area. For what Makron has lost in fire-power, he has gained in agility and is still a formidable opponent.

As before, utilise the cover provided to minimise the time that the leader of the Strogg has to return your fire. With tact and judgement once more Makron will bite the big one. Job done. ■



THERE'S TROUBLE BUSTIN' IN FROM OUT OF STATE. THE D.A.
CAN'T GET NO RELIEF, AND IT'S PROBABLY ALL YOUR FAULT...
FOLLOW OUR GUIDE TO GANGLAND AND BEFORE LONG YOU'LL
FIND YOURSELF GOOFATHER. DOPE

OFFICIAL
SOLUTION!

Grand Theft Auto 2

GETTING AROUND

WALKING

You're not the only criminal on the streets, so while you're on foot, you're just as vulnerable as any other pedestrian.

Look out for the pedestrians in red tops. They're muggers, and any time they make contact with you, you'll see your screen drop. Shoot ing muggers is generally considered to be an acceptable practice though, so preferably before they help themselves to your cash, take them out with a couple of shots to the head. The Police will sum a blind eye and you! Rest that you score more for shooting muggers than you do for blasting the general public.

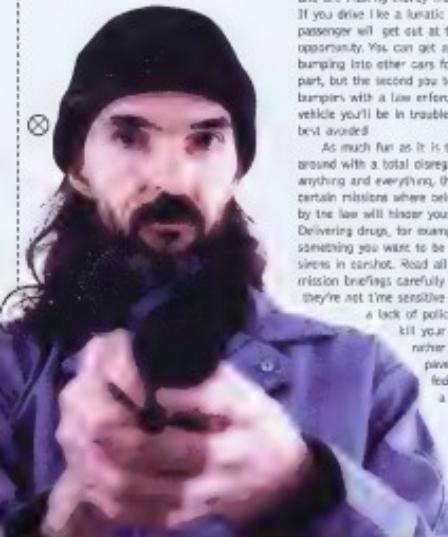


DRIVING

Unlike those in *Driver*, the police in *GTA2* aren't too worried about you jumping the occasional light, or even driving the wrong way down a one-way street.

The only time you really need to worry about adhering to the traffic's laws is if you've stolen a Taxi [1] and are making money from a fare. If you drive like a lunatic your passengers will get out at the first opportunity. You can get away with bumping into other cars for the most part, but the second you touch bumpers with a law enforcement vehicle you'll be in trouble, so they're best avoided.

As much fun as it is to drive around with a total disregard for anything and everyone, there are certain missions where being pursued by the law will hinder your progress. Delivering drugs, for example, isn't something you want to be doing with sieves in earshot. Read all of your mission briefings carefully and, if they're not time sensitive or require a lack of police presence, kill your speed rather than piavement fodder for a while. ■



BODY SHOP

New to *Grand Theft Auto 2* are weapons that can actually be fitted to your vehicles. They're a bit expensive and not really necessary for completing most of the missions. That said, they're great fun and occasionally come in very handy if you're on the road and there's someone in hot pursuit.

HELL GUN

Leave oil slides behind your car with the push of a button. Any pursuers coming into contact with the oil will slide off the road, losing them valuable time and enabling you to race away.

\$10000



GOLD MINES

Dropping mines behind your car is a sure way to slow down, or in fact destroy, any caps that are chasing you. They're extremely effective, but unfortunately also extremely expensive.

\$50000



SMITH & WESSONS

Twin-front firing machin'e guns. These are a great way to take out large numbers of armed pedestrians, such as an enemy gang, without having to leave the relative safety of your vehicle.

\$25000



MAX PAINT

Caps on your tail? Invest in a new paint job or replacement number plates – they'll lose your tail and you'll have a nice, new shiny car to boot. Visiting the paint shop will also repair any damage to your vehicle, so it's \$5000 well spent.

\$5000



BOMB BAY MIX

Turn your vehicle into a bomb – this is very useful for taking out targets such as armoured cars. Simply leave your rigged vehicle next to the target and detonate – you have about five seconds to exit the vehicle and reach a safe distance.

\$5000



WEAPONS

There are plenty of weapons to choose from in GTA III – each varies in effectiveness, ease of use and availability.

• PISTOL

Your bog-standard single shot pistol. Reasonably good range and reloading times, but you need to be very accurate for it to be effective.

• DUAL PISTOL

Later in the game you'll be able to go for 't John Woo-style with a pistol in each hand. Unfortunately the two shots fire off at an angle rather than parallel to each other, but it's still pretty neat and handy if you're outnumbered.

• UZI SILENCED UZI

Probably the weapon that you'll want to make the most use of. The firing rate is extremely fast and because you can keep moving the whole time you don't need to worry about being particularly accurate. Devastating in a crowded situation.



• ROCKET LAUNCHER

Extremely slow in the reload stakes, and occasionally quite difficult to fire accurately, the Rocket Launcher is best used for bring up vehicles and generally causing mayhem. The explosions are quite big, so it's best to keep your distance from targets. If you're too close you might find yourself being thrown up into the air and then falling to your death.



• ELECTRO GUN

This weapon effectively fires lightning bolts at all living things. The Electro Gun will only fire when targets are nearby and can take out multiple targets at the same time. It takes a while to do them though, so it's not recommended when you're surrounded by angry cops.



• MOLOTOV COCKTAILS

Petrol bombs that can be thrown varying distances, depending on how long you hold down the fire button and whether or not you're moving at the time. The area affected by the explosion's re at very small, but they are great for getting rid of huge traffic jams or roadblocks.



• SHOTGUN

A powerful single-shot weapon. Reasonably quick to reload with a good spread of fire. If you're being chased on foot, fire the shotgun. It's a good weapon to have when you decide to do a 180 and let your busters have it.



• FLAME THROWER

Just the best crowd control weapon there is. The range of the Flame Thrower isn't that great, but the people that you set on fire start to run around setting anybody who comes in contact with them on fire as well. Death isn't instant, but targets will be far too busy panicking to retaliate.



DOWNTOWN

GANG CARS

Each of the major gangs has its own vehicles. It's worth knowing which cars are on to who because you'll upset them if you steal too many of their wheels. It's also worth noting that gang vehicles cannot be re-spawned, if the cops come after you it's difficult to shake them.

YAKUZA MIARA

Speed: Good
Handling: Good
Recycled: Rocket Launchers

FIVE CARS TO LOOK OUT FOR

CSP CAR

Speed: Very Bad
Handling: Excellent
Recycled: Traffic Clearing Grenades
Recoverable: Car Break

ANESTHESIA DR

Speed: Poor
Handling: Poor
Recycled: Get Data
Junk: Free Credit

B-TRUCK

Speed: Average
Handling: Average
Junk: Can be used to pick up items
Recycled: Double Damage

B-TYPE

Speed: Excellent
Handling: Excellent
Recycled: Item Recovery
Junk: Item Recovery

SHMIDT

Your first car
Speed: Poor
Handling: Poor
Recycled: Health
Junk: None



RESIDENTIAL**GANG CARS**

REDNECKS PICK-UP
Handling: Good
Speed: Average
Recycled: Health



SRS SCIENTISTS METEOR
Handling: Superb
Speed: Superb
Recycled: Recyclable
Invulnerability



ZAIBATSU Z-TYPE
Handling: Superb
Speed: Superb
Recycled: Stained
U26

**FIVE CARS TO LOOK OUT FOR**

HACHURA
Handling: Superb
Speed: Superb
Recycled: Standard
U26



TURBOJET
Handling: Superb
Speed: Superb
Recycled: Recyclable
Invulnerability



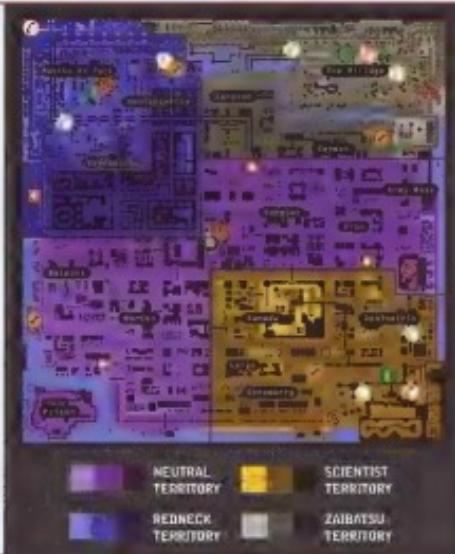
MISION
Handling: Superb
Speed: Very good
Recycled: Standard
Reactor



DES BUS
Handling: Good
Speed: Good
Recycled: Standard
Airline



TREK
Handling: Very good
Speed: Good
Recycled: Recyclable
Golf



NEUTRAL TERRITORY

SCIENTIST TERRITORY

REDNECK TERRITORY

ZAIBATSU TERRITORY

INDUSTRIAL**GANG CARS**

RUSSIAN MAFIA BULWARK
Handling: Poor
Speed: Average
Recycled: Shotguns



KRISHNA KARMA BUS
Handling: Poor
Speed: Poor
Recycled: N/A



ZAIBATSU Z-TYPE
Handling: Superb
Speed: Superb
Recycled: Selenaco
J26

**FIVE CARS TO LOOK OUT FOR**

JIPIJAPA
Handling: Superb
Speed: Very good
Recycled: Get Oilite
Oil Filter Card



I-TYPE
Handling: Good
Speed: Standard
Recycled: Standard



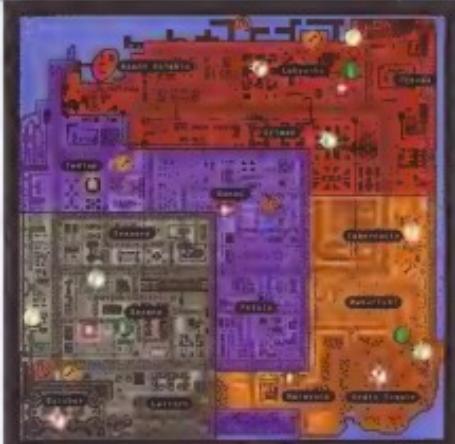
PHARISEE
Handling: Average
Speed: Poor
Recycled: Health



RUMBLER
Handling: Very good
Speed: Very good
Recycled: Fast in ass.



TANE
Handling: Average
Speed: Poor
Recycled: N/A



NEUTRAL TERRITORY

KRISHNA TERRITORY

RUSSIAN TERRITORY

ZAIBATSU TERRITORY

CRIMINAL GENIUS

Time for some general gameplay tactics, techniques and things to do when you don't fancy running errands for any of the gangs.

GANG WARFARE

To get in with a gang you need to defeat their main rivals [1]. Each area of the city contains three gangs, all of which despise the one listed below them in the top left corner of the game screen.

The easiest way to upset a gang is not to be subtle about it. Get yourself well armed, steal a resilient vehicle and head deep into enemy turf. Stay in your vehicle for as long as possible and simply run over as many of the gang members as possible. You'll probably be able to do this without sustaining too much damage yourself, but if your vehicle does start to look a bit ropey, or catches fire, jump out and use your guns as you make your escape. Fitting guns to the front of your vehicle is an option, but the majority of them are fairly expensive and can't be transferred.

ONE GANG AT A TIME

It's very easy to switch your loyalties from gang to gang as you play. In fact you'd have to if you want to complete all of the missions in a given area. Your best bet, though, is to concentrate on a single gang at a time – that way you'll earn enough respect from the easier missions to be trusted with more dangerous and lucrative jobs. When the gang you're loyal to have nothing more to offer you it's time to move on. Do this by going on a rampage in their HQ – you'll be amazed how quickly they can turn against you.

GTA BONUS

Steal one of every single vehicle in the area and you'll be rewarded with a *Grand Theft Auto* bonus – loads of points and the chance to have a crack at one of the bonus missions when you leave the area. This is something to think about when using the car crusher technique to get power-ups.

**INSANE STUNT BONUSES**

Find yourself a nice fast vehicle and a ramp with a good run-up [2]. Do what comes naturally and if you manage to keep your chosen mode of transport off the ground for a few seconds, you'll be rewarded with an Insane Stunt Bonus.

KILL FRENZIES

Each of these green tokens represents a Kill Frenzy [3] opportunity. Simply collect it and follow the instructions. They generally involve you being given a specific weapon with which to take out a certain number of targets within a time limit. For this reason it can be worth walking around quietly before picking it up, until there are a number of potential targets in the immediate vicinity. There's nothing more frustrating than having to hunt high and low for things to kill when against the clock. ■

CHEATS

If you really get stuck and keep finding yourself getting thrown out of cars or blown up in 3D arenas, there are a number of cheats you might like to try. All will be removed as the program continues, and if it's possible to delete them afterwards, the less weapons cheat code, or your own name, so you can use as many of them as you like.

TITLEUP

Make 40 levels available, including bonus missions.

NAVARONE

Give all weapons with maximum ammunition.

LIVELONG

Permanent invincibility.

LOSEFEDS

No police officers on levels whatsoever.

DESRIES

Madman wanted level.

HIGHFIVE

Multiplies all scores by five.

BIGSCORE

Awards you 10,000,000 points – enough to complete a level.

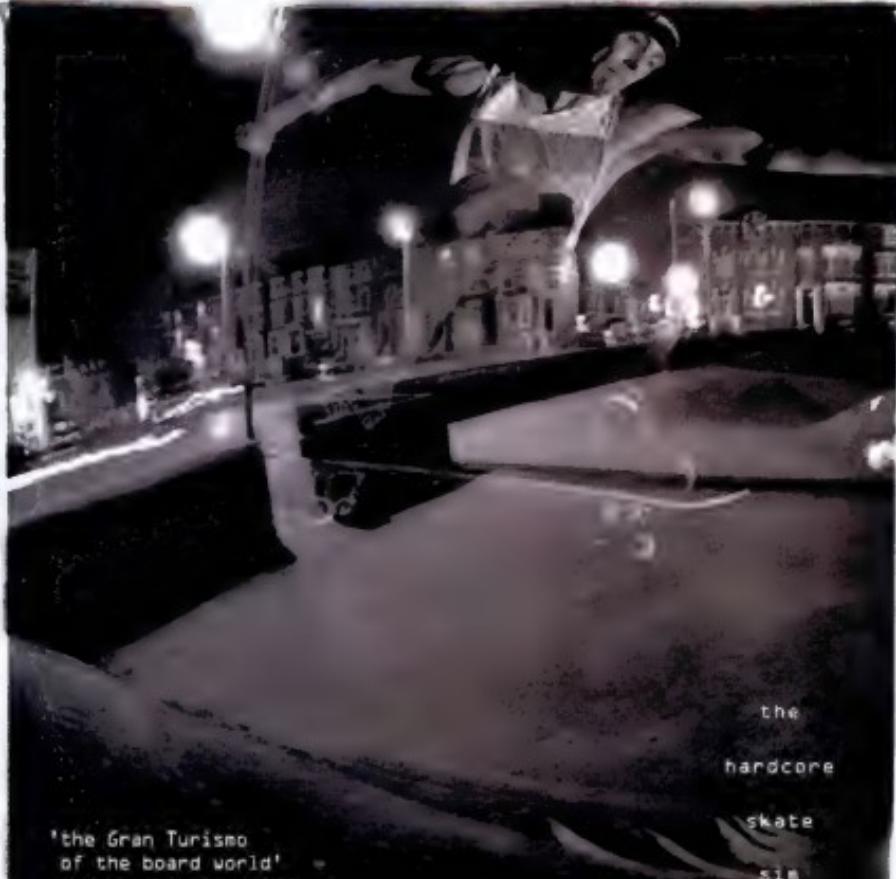


NEXT MONTH IN... **TOP SECRET**

- *Grand Theft Auto III* review
- *World War II Shooter* material off *Homeland* and *Time*
- *Blitter's Guide to Crash Team Racing*
- *PlayStation Show You How To...*
- *Floating Like a Butterfly* in *Knockout Kings 2000*.
- *Bring With Tony Hawk's Pro* All-new *Pro* tips

FOR MORE HELP ON ALL THE LATEST GAMES, CHECK OUT
OFFICIAL UK PLAYSTATION TIPS MAGAZINE, IN SHOPS NOW!





'the Gran Turismo
of the board world'
PlayStation Pro - October 1999

'THE most realistic skate sim on the block'
Official PlayStation Magazine - October 1999

the
hardcore
skate
sim

RECLAIM THE STREETS



©1999 Sony Computer Entertainment Inc. All rights reserved. PlayStation, PlayStation and logo, Thrasher, Thrasher Magazine and logo, and the "PlayStation" mark and registered trademark of Sony Computer Entertainment Inc. All rights reserved. The "PlayStation" logo and the Thrasher logo are registered trademarks of their respective holders. PlayStation "Reclaim the Streets" is a trademark of Sony Computer Entertainment Inc. All rights reserved. The "PlayStation" logo and the Thrasher logo are registered trademarks of their respective holders.







10 GREAT SONGS IN-A-ROW
...EVERY HOUR, ALL DAY



RADIO

1215AM
NATIONWIDE

105.8FM
LONDON

www.virginradio.com

REVIEWS

YOUR DEFINITIVE
RUNDOWN OF
THE GAMES OUT
THIS MONTH,
GIVEN THE ONCE
OVER BY PSM

GAME OF THE MONTH



Gran Turismo 2



NBA Showtime 2000

- Gran Turismo 2** 104
- ISS Pro Evolution** 105
- F1 World Grand Prix** 102
- Trick 'N' Snowboarder** 104
- Space Debris** 105
- Hellnight** 106
- NBA Showtime 2000** 107
- Ace Combat 3** 108
- Supercross 2000** 110
- Overblood 2** 111
- Rising Zan: The Samurai Gunman** 112
- NHL Face Off 2000** 113
- Mary King's Riding Star** 114
- International Track & Field 2** 116
- Railroad Tycoon II** 118
- Worpath: Jurassic Park** 120
- Shadow Madness** 121
- Vigilante 8: 2nd Offence** 123
- Worms Pinball/Baseball 2000** 125



Resident Evil 3 108

"As edgy as the neurotic feelings of isolation provoked by the very best zombie films."

- Army Men: Air Attack** 128
- The Next Tetris/Pong** 129
- Pro Pinball: Fantastic Journey** 130
- Caesar's/Master Of Monsters** 131
- Space Invaders/Reel Fishing** 133



WIN THIS:
Turn to page 108
NOW!

PLUS! • PLUS!

- Media Reviews** 124
- The latest in DVD, CD, VHS and console
- Media Interview** 136
- Latest from the PSM and Toybox teams
- Booty** 140
- PlayStation 2: Win it! You win it.
- University Challenge** 141
- The cream of Britain's youth in PlayStation
- Download** 143
- The hottest site contents and download
- PSM Directory** 150
- All the contact details from PSM's pages
- Competitions** 160
- Play PlayStation's decide who needs more
- My Development Hell** 162
- PlayStation's hottest spot features give a platform

Jill leaves her business card in the customary telephone booth outlet. When will Jill know swiftly bounding the streets she would be in for a long night?



When the camera goes off you know bad things are about to happen... (Right) Another instantly ill-regarded turning on the light switch.



WAN DIALOGUE AND FIGURE-SKATING HEROES... WELCOME BACK RESIDENT EVIL



Resident Evil 3: Nemesis

Your senses are kept on red alert, but the strain involved

FACTFILE



PUBLISHER	Capcom
DEVELOPER	Capcom
RELEASE DATE	February
AGE RESTRICTION	16 and over
PRICE	£29.99
NUMBER OF PLAYERS	One

Tired of waiting for Hollywood to get its act together, Capcom have gone ahead and given *Resident Evil* the full-on *Twisted Metal* treatment. If its predecessors were tightly-plotted, low-budget efforts, then *Resident Evil 3: Nemesis* is the ultimate Yen-splittered, special effect-laden, zombie extroversion of the millennium.

During the course of action the player will get to see the whole of Raccoon City, survive a petro station explosion and then a runaway train carriage through a street of flesh-eating cadavers. Make no mistake, not only is *Resident Evil 3: Nemesis* the best thing to emerge from Capcom's Osaka hot-house, it's one of the most impressive slices of PlayStation entertainment to date.

We refrain from describing *Nemesis* as a game for good reason. It truly is more than the sum of its festering parts. Every aspect of Capcom's epic is a strand in an intricate web of features. As the player picks their way through the eerily desolate streets, the mean of special

effects (both graphical and audio) generates an atmosphere that's as edgy and chilling as the neurotic sense of isolation provided by the very best

ambience.

By taking the game into the streets (and buildings) of Raccoon City, Capcom created a potent al trap for themselves. There was a danger they would lose the claustrophobic intensity that created some of the first two games' most memorable shocks. Not a bit of it. *Resident Evil 3: Nemesis* offers a chilling menace that seems... necapable.

Radically, by allowing the player to ram throughout Raccoon City, Capcom have actually enhanced the feeling of entrapment and imminent danger. The whole city has succumbed to disaster. You're surrounded by evidence of destruction on an awesome scale. Burned apartments, abandoned cars... The whole place is wrecked. How on earth are you going to survive a catastrophe on this scale? Especially as death seems to lurk around every corner. Zombies tear apart haphazardly-built barriers in a bid to catch their

prey, or they leap from a half-glimpsed stack of rubbish, catching you off guard. These minor, but effective, shocks scatter the tension throughout the adventure, but they are never overplayed. Capcom further turns the screw by throwing in the occasional wind-swept newspaper or dog attack. Slowly, the game strips away at your nerves. Your senses are kept on red alert, but the strain involved gradually frays your pluck and charms your concentration. Leaving you open for the big attack, of course.

A side effect of the more expansive play area is that it adds scale to the Umbrella plague sweeping the country. Nemesis even tucks *Resident Evil 2* into its narrative fold. A visit to the police department reveals several boarded up rooms — indicating that the carnage of the second game continues uniosed. You are initially cast as series heroine Jill Valentine, who finds herself in the midst of an escalating zombie crisis. Midway through the game, the action switches to Carlos, a coddy member of the commando force sent by Umbrella to



Cut scenes keep you abreast of key plot developments. Meetings with Carlos reveal that you'll be assisted by his brother at the end of the game, but they also suggest that the commander of the Umbrella Police is acting strangely. An RPD officer who seems like he's been around since the beginning of the series, is standing up all sorts of questions with more than just his firearms.

gradually frays your pluck

quell the epidemic. Then it's back to RPD for the homocidal finale. The plot effectively dovetails its predecessor, treating it as but a small part of a bigger picture. Truly, *Resident Evil 3* is the *Gone With The Wind* of undead epics.

Throughout the game Nemesis maintains an impressive level of detail. Locations include abandoned restaurants, City Hall, newspaper offices, a power station, scientific establishments and garages, which all beautifully accommodate the series' customary puzzle-based action. Nemesis also leads players into shopping precincts, where corpses litter the ground and the recently risen roam the echoing halls in search of fresh food.

One of George Romero's (he of *Dawn Of The Dead*) greatest icons was to make his shambling zombies the remains of normal people whose lives just happened ➤

REVIEW

The Nemesis creature

He's one of the most regular opponents you'll face throughout the game. His movements may follow a fairly predictable pattern, but you can guarantee sure is far a unpredictable monster. Every time you see him coming, he's going to attempt to make a safe or inside the police station. Throwing himself through the window, he reveals his stash of STARE spines and gore mace. His attacks are unpredictable; it makes pick you up and bite you (that's what he's doing in the left until you add a few combat moves (<http://www.capcom.com/reviews/reviews.html>).



► to be infected by zombie attacks. Resident Evil 3 never lets its concept boasting an undead cast compete with far more fallen cops and local residents. Add to this the clever and effective use of sound. The unnerving quiet of the once-bustling Raccoon City is punctuated by eerie moans from zombies, distant gunfire from Umbrella soldiers and the occasional scream of a fresh victim. With the atmosphere duly charged, Capcom saves the stakes. Enter The Nemesis.



HOW TO...

PLUG SEVERAL ZOMBIES AT ONCE



Keep an eye out for background dead who have been attacked by gangsters recently. Consider using some items that can be used to take out several zombies simultaneously. Oil drums can be detonated by a well-placed shotgun blast, while essentials like a shotgun can be loaded with frag grenades that can be triggered to release grenade-dropping gels...

How To... If you're up against multiple zombies at once, it's best to use a shotgun or a grenade launcher to dispatch them all at once. This省 time and energy, especially if you're in a dangerous situation.



Nemesis never stays down for long

In an effort to keep the game fresh, Capcom have introduced several changes to the Nemesis formula. For the most part, the changes are minor or extremely subtle, but when it comes to the brilliantly-conceived Nemesis creature, they are both extreme and uncanny. For reasons that become apparent as the twisting scenario unfolds, a creature with an unquenchable thirst of the STARS team is shadowing the player's every move. Standing over nine-feet tall and armed with a rocket launcher fused into one arm, the Nemesis makes his shocking debut by smashing through a window and losing off round after round of missiles. The impact of this new member of the Resident Evil family is incredible and it'd had not to panic as the drenched bogeyman gloats about his

strength and you can make your escape but, as befit its star billing, the Nemesis never stays down for long. His long shadow is felt throughout the game as other characters discuss the battles with him and thumping sound effects betray his nearby presence. The menace quotient is topped up with frightening regularity. Oh yes.

Capcom's other major attempt to ensure Resident Evil 3 doesn't become too predictable is another worthy idea, albeit a less successful one than the Nemesis honor. As events in Raccoon City center from bad to worse, out comes detail concerning problems. These can encompass anything from the return of the Nemesis to a prolonged assault from up to ten undead meat hunks. At this point, the screen whites out and two text options will appear. Selecting either will have a direct effect on the game, effectively creating a fax in the game's plot. The best estimate comes as Jill solves a switch-related puzzle in an abandoned power station. As she prepares to leave, a dozen zombies appear outside.



Abominations wait for the unsuspecting compass to line up in front of you and see how many heads you can take off with one shotgun blast.



All fired up... The graphics, particularly the background moments, are superb. Resident Evil 3 is a classic and every scene adds to the sense of atmosphere.



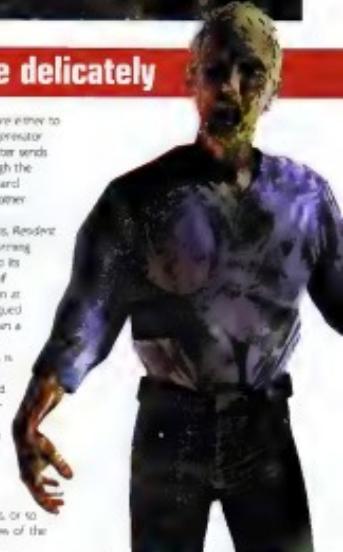
Let's dance.
Jill dances with a zombie in a dark, industrial setting but her moves are still blindingly effective.



Puzzles are delicately

► the closed door in certain areas are either to stand and fight or shove the generator into overload. Selecting the latter sends millions of volts flowing through the zombies, killing them instantly and providing Capcom with yet another electrifying visual set piece.

After the shallow Omo Crisis, Resident Evil 3 Nemesis represents a charming return to form for Capcom and its survival horror genre. Granted, if Resident Evil 3 were to be seen at face value, there could be argued that the game is little more than a dressed-up version of its predecessor. To do so though, is to miss the point entirely. Yes, the puzzles are familiar fare and fall into the find-item-and-get-together-to-solve-it puzzle-C category but this is one of the strongest aspects of the series. The puzzles are delicately weaved to offer just enough challenge. They are logical without being blatantly obvious, or so obscure that they spoil the flow of the





weighted to offer just enough challenge...

game. They also leave the player to get on with the more immediate tasks of stopping multiple hordes with one shotgun blast or defeating the incompetent Nemesis.

The truth is that Capcom got Resident Evil controls and puzzle content pretty much spot-on first time. The sequel's job is to hone the survival horror concept and to do up more of the same -- that's grasping, carnivorous zombies and demanding, but not intimidating, puzzles. Nemesis may draw the series to a logical conclusion on the PlayStation, but it goes out on a high. Raccoon City's zombies are cowering at an alarming rate, but *Resident Evil 3* remains as fresh as a cold bucket of fear in the face of a modern-day classic. ■

Steve Merrell



HOW TO...

ROLL YOUR OWN AMMO



Before A and B class gun powder with
your同胞 releasing tool to create power
ups for the handgun and shotgun.



You can also combine your powders to
create saw and incendiary axes types.
Find from the grenade launcher.



We've just invented fire rounds. DC sell
you gunpowder rounds for 400 reais
grenades and then can be turned into
old rounds by just mashing C.

**IF YOU LIKE THIS
THEN LOOK AT...**

SILENT HILL
A psychological thriller that's all about
dwelling in shadows of those who are gone.

PlayStation
Magazine

VERDICT

■ GRAPHICS

Barker: Seriously captures the feel of a N-horror page. **90**

■ GAMEPLAY

A larger play area creates more thrills than ever. **10**

■ LIFESPAN

The expert levels up the ante nicely. **8**

■ OVERALL

On its people factor, Nemesis creates a believable environment, populated with a host of evil adversaries and just Raccoon City's urban sprawl to enhance the frenetic action. Bloodbath.

10

OUT OF 10

REVIEW

While most of the cars can be purchased for hard cash, some of the ultra-exotic ones can only be won in races. For instance, we're still trying to unlock the elusive FWR Speed 12.



DOES THIS MEAN THE ORIGINAL IS NOW A GREAT-GRAN?



Gran Turismo 2

It makes all other motoring-based entertainment look distinctly

FACTFILE



PUBLISHER	SEGA
DEVELOPER	Polyphony Digital
RELEASE DATE	February 2000
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to two

You can imagine the tsunami of panic that must have swept through Polyphony Digital when Sony demanded a sequel to *Gran Turismo*. Half! Make it better? What do they want, blood?

Unquestionably, *GT*'s finest racing game ever devised, *Gran Turismo* makes all other motoring-based entertainment look distinctly old school. It offers 300 cars that you could actually buy in real life if you were rich – and, in most cases, Japanese – enough. And then there's the way those can handle. When you play *Gran Turismo*, he longer it is enough simply to hold down \triangle and press left or right occasionally. *Gran Turismo* makes you actually drive the cars, squealing through each corner on the very limit of grip and emerging on the other side with a massive grin. Contested with car tuning and customisation options, plus graphics that make

simply watching a replay more exciting than playing most other games, *Gran Turismo* is PlayStation at its best.

Thoughts may have raced through Polyphony's minds of ill-fated sequels of the past: *RaceCap 2*, *Predator 2*, *King Edward II*. Evidently not ones to sail off into a huddle and had a long hard think. First, they decided that although having 300 cars was great, it would be even better if there were, for example, 600 cars. But what cars? What can instead...

Before *Gran Turismo*, the Western world's idea of Japanese motor racing was a rusty Datsun Cherry. Now, however, we know better. We know all about the electrifying four-wheel-drive *Evo IV*, the

high-revving, mega-type R, the tiny Demio, the shark-like Supra RZ and the invincible 900-horsepower Skyline GT-R. It's interesting to note that, since the release of *Gran Turismo*, companies have sprung up across

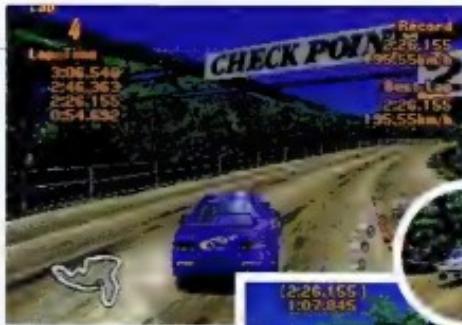
the UK importing obscure Japanese supercars to our shores.

So you'll be relieved to know that *GT2* contains not just all the old Japanese cars from the original, but loads of new ones too. The Honda S2000, for example, is a gorgeous new two-seater with an engine that'll happily rev to 9,000-prm. Or the excellent Tommy-kata Z22-S. There are also welcome updates to old *Gran Turismo* favourites – the latest *Evo V* version of the Lancer, for example, and the stunning Skylane RSX.

But in *Gran Turismo*, Japanese cars are just the tip of the iceberg. Polyphony's licensing team have been on a worldwide mission to sign up international car manufacturers. They've returned with 31 signed contracts, covering car makers from across Europe and the States.

So now you can buy the new VW fleet if you want. Or a Ford Cougar. Or an Alfa Romeo 166. Or a Lotus Esprit. Or a BMW 328. Or a Mini Cooper. And they all handle just like the real thing, the front-wheel-drive Alfa sounding its nose wide if you go too fast into a bend, and





Rallying is an all-new addition to GT2, and relatively good fun. Forget the road racing you saw in the first game, and instead focus on where you're going. And those ground-based effects are perfect.



old school

the Mini Cooper coming like a go-kart.

but that's still not the best of it. Remember the venerable old Corvette Stingray from the first game? It has aged a whole new world of classic cars in the sequel. Now you can buy an Aston Martin DB6 – as near as dammit the car Bond drove in Goldfinger. You can go for a spin in an old Lotus Elan. Or how about a 22bhp Fiat 500 from 1975, in which you'll need to change down to second gear to get up hills? Or a 1971 Nissan Skyline forebear of the GT-R? Or a Delorean 240Z, as driven by the Bionic Woman? Or a '69 Dodge Charger, a la Dukes Of Hazzard? They look fantastic tearing around the tracks, sunlight glinting off their chrome bumpers, and with a bit of tweaking under the bonnet they'll compete with the best of the present-day motors on offer.

Apart, that is, from the ultra-high-performance cars you'll see sitting



temptingly in manufacturers' showrooms. But these have the sort of price tags that'll take you hours of committed dining to wick up. So to begin with you'll only be able to gaze wistfully at exotics like the four-wheel-drive GT Beetle, or the somehow-pseudo-threedimensional Nissan R350, or the snazzy TVR Speed-12; or the ►

Night time is the right time...
Just when you thought you'd seen the measure of GTR's 2D racing, there's night mode. It offers the same skills, but it's a total mission. Fancy racing through Tokyo at night? Sure!



Tyres smoke, wheels jiggle up and down over bumps, and the

▶ ruggedly bisected, 99bhp Suzuki Escudo. If you're looking for an incentive to win races and earn credits, here it is.

Together there are nearly 600 cars of all shapes and sizes, and as in the first game you can build up a garage full of your favourites and tweak and tune them to your hearts content. Engines can be updated, suspension stiffened, clutch plates strengthened, gear ratios altered, and so on. And body kits added. Now you can even plug in games like your control computer and limited slip differentials. And as before there's a set time to measure exactly how many hundredths of a second per lap you're shaving off.

Our Polyphony pals could have left it there but no. Where they perceive a flaw in these can be put through their paces. The traps from Gran Turismo again? Seemed a shame to throw them away, so they bunged them all in. But, thinking about it, these were never quite enough of them. So they created a few more. A lot more, in fact.

Increasing the total (including variations) up to 26.

And the new additions are fantastic. Laguna Seca Racetrack, for example. Based on a real circuit, it winds gradually up a hill before going over a bank crest and then plunging tempestuously down towards a series of rollercoaster-like hills and turns. There are steep hills, too, in Gingercrack, which is set amongst mountains and isn't the place to take your 22bhp Fiat 500. The Super Speedway meanwhile is an Indianapolis-style one where you'll need to win your acceleration to minimum, whack your gear at 60 right up and try to squeeze out every last inch of top speed as you zoom four abreast down the straight. And then there are all the old favourites, like Grand Valley and the High Speed Ring, which you should be able to breeze around with your eyes closed by now.

Or... will you? You see, next on Polyphony's hit list appears to have been the way the cars handle. They haven't

changed much, but there are subtle differences here and there. For example, although you can get cars to power down in the original GT, the skid bands tend to peter out after a couple of seconds and aren't terribly satisfying. In GTR, however, if you hop into a rear-wheel-drive car like a Toyota Supra hit the brakes hard before a sharp corner and crank the steering right over, you can trigger a long, delicious slide. With a bit of opposite lock you can hold it for ages without going into a spin, the tyres howling all the way. It might not be the quickest way to get around the circuit, but it's fantastically looks.

Speaking of which, GTR is just as great to look at as its predecessor. Tyres smoke, wheels jiggle up and down over bumps, and the sun glints off polished bodywork. Squint during a replay and you could almost be watching Top Gear on telly.

Sound-wise, though, things really have moved on. The engine noises in the first





And the cars keep on coming... GT2 offers something for everyone from the family man to the dog racer.



Rally racing Now that's impressive... it'll give you the chance to take the road less travelled if the road you're on turns around. You'll slip, you'll slide, you'll be happy.

HOW TO... CORNER IMPRESSIVELY



Choose a heavy rear-wheel-drive car like an RX7 or a Corvette. However, Rok is rewards a dangerously sharp corner. Roko can work too, but translated drivers a move.



A few seconds before the corner, brake the brakes and steer hard into the corner. The car will destabilise and start to swing round, but you'll continue on your original course.



As the car slides sideways past the open space in the opposite direction, do stop it spinning then start to reapply the power.



Floor it. You'll blast forwards out of the corner, past blinding the opposite bank as the tail wag back into line and normal service is resumed.

sun glints off polished bodywork

game were OK, but didn't really change much from car to car. So, for GT2, our friends at Polyphony showed microphones up the exhaust pipes of all 600 cars, and the results are amazing. The Ford GT40 crackles, the Sylph whistles, the Elise slaps up and down through its gears, the TVR Tuscan Soared So nimbly and the Aston Martin DB7 growls exactly like Connelly's DB6. And this is all to the accompaniment of a brand new soundtrack featuring tunes from Ash, The Cardigans, Everything But The Girl, Fatboy Slim, Maroon 5, The Prodigy and Stereophonics.

What else do you need to know? Oh yes, it was rumoured that you'd be able to load all your cars and race licences from your GT1 memory card into GT2. But in fact, all that you can carry over are your A and B licences. After that, you'll need to complete a whole new series of tests, weaving through saloon courses and squeezing around roundabouts to earn an IC licence, then an IS licence and finally an IA licence. And then – then – ►



REVIEW



Result	
Position	2nd
Race Time	1:36.299
lap Times	1:36.299
Replay	RUF CTR Yellow B12



The Replay Mode is one of the anticipated highlights of Gran Turismo 2. Witness yourself cruise to victory or wear steadily round corners as you perfect your racing line in all parts of the car.



Like your new wheels,
but don't like its wheels? Then call in at the wheel shop, where you can trade in your old ones for something more eye-catching.

There's months and months of entertainment in here, for new-



► you

can go for

your Super Licence

after which you get the Event Synthesiser to play with.

If you want to do more than just sit around with a big smile on your face, the new game offers a much greater depth of races to enter, including an array of special circuits – a classic car trophy to stick your own Blarney into, for example

or a muscle car series to show off your Ford Mustang. Many individual models have their own races, too, so you can witness the fantastic spectacle of Mazda RX-7s from the 70s, 80s and 90s going head-to-head. And of course, it remains the original's grueling endurance races, 90 laps of Laguna, anyone?

And there's a whole

selection of infotainment

adjustments and add-ons that you'll need to be a real GT nerd to spot. The little boost gauge that appears here to the speedo on turbo cars, for example. Sector times flashing up at intervals during a lap as well as an overall time at the end. Symbols overlaid on to replay to show you what you were doing with the controls. There's even an option for cars to take damage in heavy collisions, although they don't look any different, and just get a bit wobbly to steer (and to be honest, it's a bit annoying and you'll

probably turn it off pretty quickly). Oh, and now it comes on two discs. One is for Arcade Mode, which is the simple pick-up-and-play option with a two-player option. The other contains the full-fledged Gran Turismo Mode, with its extensive cups and leagues, tuning options and more realistic handling.

And well, that's it. If Gran Turismo was info-boggling, Gran Turismo 2 offers brain-taxingly good value for last thirty-five quid. There's months and months of entertainment in here, for newcomers and GT experts alike. It's joyous fun whether you're racing against a chum in a pair of bellowing Consoles, or 0-60-timing a Go GT1 or listening after an impossibly expensive Toyota GT-One or...

Blimey. We almost let you scamper off to buy it before we'd mentioned GT2's best feature of all.

Rating:

Gran Turismo 2's drift races are just

1/2 1st

Total Time

0:28.072

Lap Time

0:21.800

0:28.072



comers and GT experts alike

fantastic. They involve sliding sideways virtually the whole way round a gravelly course, the car only travelling in the direction it's pointing as it leaps from crest to crest down fast straights. The first time you try it you'll soon into a hedge within seconds - it's like trying to guide a fully-raced shopping trolley through a crowd of old ladies. But with a bit of practice you'll find you can glide through sequences of bends with ballistic grace, your rear tyres making a lovely goey crunching as they swing from side to side.

Somewhat, some way, *PlayStation* have managed to improve on PlayStation perfection on *Gran Turismo 2*: an incredible game which shows just how far the console has come. Anyway. To the studio with you. ■

Jonathan Davies

PlayStation
Magazine

VERDICT



Aaaaaaaargh!! Who lets a daft oldie like Bear Macrae pull up a shot of the entire expression on your face? Time to get racing!

HOW TO...

BE TOP OF THE CLASS



Class C, or City Runner Class, lets you race a variety of vehicles, including the Mini Cooper 1.3i, VW Golf GTI, and Peugeot 205 GTI. All of which handle just as reply as you'd expect them to.



Class D contains MG classics such as the Mercedes CLK 320 Coupe, which not only looks like a huge shark at rest, but handles like one too.



Class A contains the likes of Le Mans-style sports cars, including the Chevrolet Corvette Coupe and the Lotus Elise Sport 160, which simply drives like a dream.

**IF YOU LIKE THIS
THEN LOOK AT...**

COLIN MCRAE RALLY
Race your over-taxed rally skills with the

University realistic, just in the original **10**

Deck 'N' fur or extremely deep - your choice **10**

Golf haven't been *GT1P* GT2's best seller **10**

OVERALL

The perfect sequel to a perfect game. The staggering range (1600 cars, 160 tracks) is only boosted by a tonne variety on the screen, even you won't tell a 1500 Saab 900 from a 1500 Top-F

10
OUT OF 10

It's the PSM Spot The Ball

competition. Using your skill and judgement, place a ring on the finger to indicate the ball is. The competition is available on the main menu by selecting the icon.



KONAMI NUTMEGS THE SOULLESS FIFA 2000 FOR A CLEAR RUN ON GOAL...



ISS Pro Evolution

Konami have crafted a control system that enables shimmies

FACTFILE



PUBLISHER	Konami
DEVELOPER	Konami
RELEASE DATE	Out now
AGE RESTRICTION	N/A
PRICE	£29.99
NUMBER OF PLAYERS	One to four

As single weak link can easily alter an entire team's performance. Witness the goals against tally for Manchester United since Schmeichel was replaced by Taibi and Beardsell. Similarly, take in the withering looks from Paolo Maldini's team-mates when the West Ham striker misses another sitter. Just one small element can make all the difference between a winning side and one that remains on the touchlines of success. Welcome to ISS Pro Evolution.

Make no mistake, this latest instalment of Konami's long-running series is at the very best the PlayStation can offer. However, far from snatching a convincing victory from the lips of FIFA 2000 and UEFA Champions League, Konami have made it hard for themseves in the battle for the top spot. Despite the stunning presentation, awesome animation, supreme shots and fine play, Evolution is plagued by one element that has stifled the series growth since it began. As with ISS Pro before it, there is a

price to pay for Evolution's motion-capturing glory. Players often stop in their tracks when possession is lost and the animation has to play catch up. This makes it impossible to regain the ball and after repeated incidents, becomes incredibly frustrating.

Ordinarily such a minor niggle would be forgivable, but the rest of Evolution plays so beautifully that this one problem sticks out like Gaucho's nose. Especially since every other aspect of the game is outstanding in terms of both graphics and sound. Konami have crafted a control system that enables shimmies, pre-selected passes and 30-yard volleys. Yet this one tragic flaw means that its reign as the undisputed king of PlayStation football will probably be short-lived.

The may sound like a harsh criticism, but it's the equivalent of driving a moustache on the Mona Lisa. It ruins a masterpiece. Otherwise, Evolution verges on perfection. The game spans the international stage, gathering squads from around the globe, each boasting individual strengths and weaknesses. The customary

tournaments and exhibitions await, each preceded by the evocatively atmospheric use of crowd noise and cut scenes – complete with flag waving, cheering and impressive panning sequences as the teams are announced. But Evolution is not just about presentation... FIFA 2000 was more – it's about skill; and in this respect it out-plays the 1997 squad.

Considering how many moves there are available, Konami deserve our thanks for keeping things to a manageable level. The joy pads face buttons are used to exercise the usual passes, shots and attempted through-balls, while the D pad steers the pass or adds weight to the ball. This, in itself, provides a building block for novice players. Beyond this, though, is the secondary use of the shoulder buttons. Used in conjunction with the main control method, these enable players to flight anger balls into space, cross the bar with pinpoint accuracy and pull moves straight out of the top drawer.

It's an incredible system that only gets better with repeated play. Every aspect of



The ball travels directly towards the goal, hitting the back of the net. The free-kick is taken from the penalty spot, and the ball is kicked with maximum power.

HOW TO...

TAKE FREE-KICKS LIKE BECKS...



As the players gather in the box, key attackers are highlighted with icons relating to the key pad buttons...



Every aspect of your game can be controlled via the buttons. Aim will heat straight for the free kick precision options.



Kicks can be positioned from any angle, with a defensive wall lined up in front of goal. To take a kick, use the D-pad to position the ball and hold the left trigger key over 80% stick strength or it will falloff over the bar.



And welcome to the innovative system:
The Village People First XI screens

and precisely-plotted passes

control is only handed to the player. Ordinarily, a through-ball will stand little chance of reaching its target, but by using the L1 button to hit a longer ball into space, defenders can be caught flat-footed. And the satisfaction of latching on to a long pass (replete with headed end-over-end and side-footed shots) is incomparable. It also shows up PES 2003's utter lack of skill and precision.

Dekutoro creates a new benchmark for football games and its remarkable control system is going to be a tough act to follow. Sadly, its glory is tainted somewhat by the ever-present loss of control. Nevertheless Konami is rightfully back on top of the PlayStation Premiership. And, Motley-style clichés aside, football really is the winner. ■

Steve Merritt



Another great moment! *Football Manager* writer Stephen Morris picks his World Cup moment of the week (Third, like yesterday - 84)



**IF YOU LIKE THIS
THEN LOOK AT...**
UEFA CHAMPIONS LEAGUE
Tight controls, fast-paced play and devilish controls

PlayStation
Magazine
VERDICT

GRAPHICS

Stunning, sharp, fluid, crisp and clear etc.

OVERRAIL

Entertaining in every respect, ISS Pro Evolution interestingly separates the art and tactical play of football and is only as down as its lavish graphics at www.eurogamer.net.

GAMEPLAY

Two facets of control create a game that will grow with you.

OVERAIL

Entertaining in every respect, ISS Pro Evolution

LIFESPAN

Immaculate aside, appetites will have much to eat.

OVERAIL

Entertaining in every respect, ISS Pro Evolution interestingly separates the art and tactical play of football and is only as down as its lavish graphics at www.eurogamer.net.

SCREW YOU GUYS, I'M DRIVIN' HOME!

SOUTH PARK™ RALLY



HELLA-COOL RACING ACTION!

RACE OFF AGAINST CARTMAN, KYLE, ERIC, KENNY, STAN AND MARVIN IN THE REST OF SOUTH PARK IN THE WILDEST, RUMMIEST ROAD RACE EVER MADE. TAKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUTH PARK

Acclaim

www.acclaim.com



Break like the wind with
Eric and Kyle!



Break it, you're cool! Protect your
explosive diarrhea, and more sweet pick-ups!



It's super racing fuel.
Thanks for asking!



While the competitors respect your
actor-like with dozens of underground vehicles!



TM & © 1998 COMEDY PARTNERS. ALL RIGHTS RESERVED. © & © 1998 Acclaim Entertainment, Inc. ALL RIGHTS RESERVED. "A" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. SEGA and Dreamcast are either registered trademarks or trademarks of Sega Enterprises, Ltd. Mortal Kombat, Mortal Kombat 3D and MK are trademarks of Midway Corp.



AT 190MPH YOU WON'T KNOW WHICH WAY TO TURN



F1 World Grand Prix

If the graphics don't finish you off, the steering will

FACTFILE

PUBLISHER	Lakestar
DEVELOPER	Lakestar
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to four

**IF YOU LIKE THIS
THEN LOOK AT...**

FORMULA 1 '99
The latest in the bumper series, and it's free for the previous F1 '98.

PlayStation
Magazine

VERDICT

Take one last, wistful look at your right leg before embarking on a game of *F1 World Grand Prix*. Because, by the time you've finally completed a lap, you'll have gnawed it off in frustration. Why? Because while your car drives perfectly happily in a straight line, the moment it gets wind of even the gentlest of corners it goes berserk and spins into the nearest gravel trap.

It doesn't help that you can't actually see the corner 'til it's too late. While the graphical detail on either side of you is fine – spectator-filled stadiums, TV cameras, moored yachts – one key area of the screen seems to have been neglected: that tiny bit in the middle that you're faintly squinting at, wondering when the next horizon's going to appear in front of you. That remains a

fuzzy grey blur until fractions of seconds before you go ploughing into a concrete wall at over 200mph.

To make things worse, those stadium and yachts seem to have had an adverse effect on the frame rate. With more than a handful of other cars on the screen, it all gets uncomfortably choppy, and gives little suggestion of how fast I've going. On reaching a chicane at Hockenheim you can brake to what feels like 40mph only to glance up at the speeds and realise you're still doing 150 and you're going to die. And, if the graphics don't finish you off, the absurdly over-sensitive steering will.

There is a cure for all this. Swap from Simulation to Arcade Mode, whereupon it's virtually impossible to spin out. But then it's just plain dull – like Ridge Racer with incredibly dodgy

graphics, boring scenery and all the tracks already unlocked.

All of which is a shame, because there's a potential *Formula 1 '99* better than this here somewhere, struggling to get out. The cars feel impressively solid, and look highly authentic as they whoosh down through Eau Rouge. There's an excellent Replay Mode, and a neat helicopter Fly-by-to introduce each new course. And the 1999 stats couldn't be more up to date without intervention from Mystic Meg.

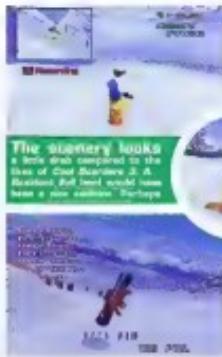
If you know every *F1* track off by heart, and have a fair-like delicacy on the steering, it's conceivable you'd get something out of *F1 World Grand Prix*. But *Formula 1 '99* would be a far better bet for the vast majority. They'll just leave you, hopping mad. ■

Jonathan Davies

- GRAPHICS So fuzzy and only you can steer properly ■
- GAMEPLAY Too frustrating to be fun ■
- LIFESPAN Do you stick with it for a whole season? ■

- OVERALL Given the choice, you'd be far better off going for *Formula 1 '99*. *F1 World Grand Prix* is a frustrating combination of poor graphics, bad handling and wasted opportunity

5



The scenery looks a little drab compared to the likes of *Cop Boarder 3*. A Bloodshot full load would have been a nice addition. Perhaps



Top tips from your snowboarder
... everything from jumping tricks to dietary recommendations.



Dad! I like that food, tell me just can't beat a good cheese dinner.

STYLISH SNOWBOARD SIM UNLEASHES A HIDDEN EVIL...



Trick'N Snowboarder

Guiding the hapless zombie cop down the piste is a laugh

FACTFILE

PUBLISHER	Virgin
DEVELOPER	Capcom
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS
THEN LOOK AT...
Tony Hawk's Skateboarding
Tony Hawk's Skateboarding is a great game, but this
simply isn't quite as good. Although it has some
similarities, it's not as fun.

PlayStation
Magazine
VERDICT

Snowboarders are taking over the world. Indeed, if any flakes fall in your local park this winter, rest assured that somebody in a Gore-Tex jacket will immediately appear and attempt an icy nibble or somesuch. These days, there are even slopes in Japan, the mountains in the north being on the same latitude line as Oregon. How does PS/Winnow such minutiae? It's just one trivia goblet spat forth by Gale Parker, in-game coach of *Trick'N Snowboarder*.

Trick'N Snowboarder is yet another snowboarding game which ticks all the required boxes. Yes, there are bended boards. Yes, there is a haphazard committee soundtrack. Yes, there is much bandying of gray slang. However, you may have noticed from the pre-release hype that *Trick'N Snowboarder* harbours three

hidden characters from a certain other Capcom series, Resident Evil. As you might have guessed, guiding napkin-wearing zombie cop down the piste is a laugh, but you can't help feeling that Leon and Claire are rather belittled by their appearance here. They are heroes, after all, and asking Clae to perform a 360° back flip feels a bit like enjoying Nelson Mandela being hit with a rubber mace let on in *A Knockout*. (Hah - Ed) *Grimmicks* aside though, is this riot or just mad?

It's actually a well-packed, good-looking, highly-playable game. Scenario Mode places you under the tutelage of the aforementioned Gale Parker, who won't reward you with a smile for your efforts, but will escort you to the world's finest snowboarding venues. On each course you are "filmed" at specific jump points, where you must pull the

required tricks using the basic but effective combo method. Like all the best Story Modes, you learn as you progress. Occasionally, a chirpy caricature will lay down a wager (announced with the legend "Here Comes A New Challenger"). By scoring a more impressive trick at a particular jump, for example, points will be added to your boarder's speed, skill and balance ratings. Courses are designed without excessive novelty; though you will be asked to leap over a speeding train and dodge the All Blacks rugby team in New Zealand. Half-pipe and slalom courses provide more traditional variety.

Trick'N Snowboarder doesn't particularly stand out from the ever-increasing heap of snowboarding games already available but should still help pass the long winter nights. Zombies and a la.

Sam Richards

- GRAPHICS
- GAMEPLAY
- LENGTH

- Grotesque, but no worse than *Resident Evil*.
- With its generic cutscenes it's a let-off.
- A good reason not to leave the real-life winter.

- OVERALL
- Better than MTV's *Skateboarding*, but also less inspiring than *Cop Boarder 3*. And if you're looking for a zombie slaying off-trot, this purchase is worth it.

7

OUT OF 10



Fairly impressive alien assault, but we prefer the real stuff. The many robots in your shooting range.



Mindless shooting... you lie? This game might well be as mindless as it gets, but it's so good that even die-hard fans of the Space Invaders variety will be happy with it.

PROTECT THE SOLAR SYSTEM AGAINST ALIEN AGGRESSORS. HEY, WHAT A CRAZY IDEA



Space Debris

Your task is a frenzied nightmare of shooting and swerving

FACTFILE

PUBLISHER	Sierra
GENRE	Space
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One

**IF YOU LIKE THIS
THEN LOOK AT...**

COLONY WARS: VENGEANCE
The best space combat game on the PlayStation. Challenging and compelling

PlayStation Magazine

VERDICT

Ah yes, we've been here before. An alien force is threatening mankind and you, as a top space pilot, must fight them off single-handedly. Space Devils, an on-rails 3D shoot 'em up, continues to build some animated pilot sequences around this basic concept, but you don't need to know the details. Your job is to shoot now and not bother asking questions later.

For those unfamiliar with the term 'on-rails' it means you can move your craft up, down, left and right, and you can control your speed by boosting and braking, but you can't control the actual route your craft takes as it blasts its way through wave upon wave of enemy craft. Which, believe me, is a good thing. This is no Sunday afternoon shooter – the level design uses highly persistent badasses, and

crumbling, tumbling, revolving, opening and closing scenic features to make your task a frenzied nightmare of shooting and swerving.

There are energy pick-ups and weapon power-ups for you to collect along the way, but when you've got a screenful of Jasonised spaceships to blast, not to mention large bits of flying metal to avoid and narrow tunnels to navigate, the last thing you want to be doing is checking the A-Z.

And as if that wasn't enough, the standard zooming-and-shoot-things levels are interspersed with fire-breathing, arena-based challenges. These require you to stop giant robots destroying a moon base, for example, or to blow up the power supply to a nuclear generator. Success demands you plot your own flight paths and learn to use the bank

left/right and boost/brake controls with top gun-like authority.

All the alien-bashing diversity amounts to a chaffing, frustrating, and sometimes exhilarating bairn around the space shoot 'em up genre. It's far from original (so many elements have been borrowed from classic SNES title Star Fox that we experienced a definite sense of déjà vu) and it's bloody tough. You'll also find your fingers starting to seize up after a couple of hours play, thanks to sheer button-bashing stress.

Space Debris is a decent enough space shooter, but it's difficult to balance game style. Yes, it's basically just a mindless shooter, and that rarely satisfies modern games, but it does have some lovely explosions and a few twists. Worth a look if you like straightforward busters. ■

Keith Stuart

- GRAPHICS The impressive effects enliven the standard space setting. **7**
- GAMEPLAY Shoot, shoot, shoot, swerve, shoot. **6**
- LIFESPAN Longer than Lemur Java, but you won't come back after completion. **8**

- OVERALL Space Debris is a solid and extremely-challenging space shoot 'em up but the whole concept looks a little dated these days. Still a good choice for anyone who enjoyed Space Invaders.

6

OUT OF 10



CORRIDORS, ASSISTANTS, SLOW-MOVING MONSTERS... IT'S DOCTOR WHO - THE GAME!



Hellnight

You find yourself in a subterranean city populated by dropouts

FACTFILE

PLATFORM	Konami
DEVELOPER	Atlas
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£34.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS
THEN LOOK AT...
DINO CRISIS
SILENT HILL, TOMB RAIDER, METAL GEAR

PlayStation
Magazine

VERDICT

Traditionally, videogames have set our pulses racing without really leathering with any of our other functions. Of course, the rise of the PlayStation changed all that. Games such as Resident Evil and Dino Crisis have proved that wet pants can be every bit as addictive as numb thumbs. However, survival horror has been obsessed for too long with the blood-and-camera shocks. Only Konami's Silent Hill has attempted to evolve the genre. Until now, Konami are attempting to take horror to the next stage with Hellnight – a game that defies categorisation.

Coming across as two parts *Alien*, one part *Down* and one part *Myst*, it is utterly unique. As an unnamed cop in some Blade Runner-esque Neo-Tokyo, you get trapped underground to owing

an attack by a hideous mutant thing. You have to protect human, a young girl who fulfils the Doctor Who's assistant role of explaining everything that's happening and screaming at all the right moments. Pursued through the sewers by the creature, you find yourself in a subterranean city populated by juvenile dropouts. Government plot anyone?

Hellnight is a bizarre mix of styles. The wandering around section of the game is done in real-time from a first-person perspective. But then the action freezes to allow tragically static characters to pop up and have text-only conversations with you. Meanwhile, entering rooms coughs up pre-rendered images, which you can comb in an adventure game style for equipment and clues to the overall plot. Luckily, proceedings are livened up by the constant threat of The Monster. Atlas are

to be congratulated for trying something different with Hellnight. As an experiment in terror, it's relatively effective, with you dashing headlong through endless corridors pursued by the shambling beast, its heavy footfalls hammering into your jayed. However, was it really beyond Atlas' abilities to throw in some animated characters, or make the non-corridor locations look?

And, when you set it away the bewildering maze structure, Hellnight is depressingly linear. This wouldn't have mattered if you were really able to get into it, but unfortunately the atmosphere's spoilt by poor production values and component parts which fail to gel. Ultimately, Hellnight is a game which hints at the potential of videogame horror but can't deliver it. ■

Paul Rose

- GRAPHICS
- GAMEPLAY
- UPGRADS

Some nicely-detailed 3D locations, marred by sloppy 2D. Some nicely-detailed 3D locations, marred by sloppy 2D. A lamest mix often never really gets along but I mean... I mean but I mean

- DIALOGUE
 - STORY
 - DESIGN
- Occasionally scary but mostly just messy. Hellnight tries something new, but fails to pay enough attention to the basics. Its poor execution and linear plot let it down.

6

OUT OF 10



MIDWAY SERVE UP MORE BASKET CASES – BUT HOLD THE JAM



NBA Showtime

“The excitement is in the arcade action over realistic gameplay.”

FACTFILE

PUBLISHER	Midway
DEVELOPER	Infinix
RELEASE DATE	February
AGE RESTRICTION	Three and over
PRICE	£34.99
NUMBER OF PLAYERS	One to four

IF YOU LIKE THIS
THEN LOOK AT...

NFL BLITZ 2000
EA Sports (PlayStation)
Available from 12/99

PlayStation
Magazine

VERDICT

Especially games don't generally travel well. British gamers, having been forced to football arms until their eyes bled, have little time for a game in which two teams of tall men attempt to throw a super-bouncy ball into a butterfly net with a gaping slit wound. Regardless, Americans can't get enough of their globe-trotting giants, and so with whole lots basketball games tend to filter down to an indifferent reception in Europe.

Many of these games come from Midway, via its long-running NBA Jam franchise. NBA Showtime is essentially NBA Jam C3K, which means you get a fast-paced, two-on-two on basketball game with the emphasis on exaggerated arcade action over mid-range, realistic gameplay. In addition, Showtime retains

Jam's tendency to overload the game with ludicrous hidden characters. Crowd pleasers like the Brokes Witch Except orally big brook and team mascots are particularly conspicuous.

Such antics may come as something of a surprise to anyone brought up on Electronic Arts' straight-faced sports sims. Showtime's front end is minimalist at best, and the options are virtually non-existent; if you go looking for league tables and Championship Modes, you'll still be searching this time next year. NBA Showtime is a basketball played strictly for aughs, and its belts and whistles are hidden deep within the game.

NBA Showtime adds in detail that compensates for its showy moves, speedy action, and multiplayer links. Friend, if you and three mates can hook up to a PlayStation, then you'll find

yourself playing one of the best multi-player sports games around. It may only be two-on-two, but the lack of AI players works to limit confusion, and removes the essential competitive edge.

However, NBA Showtime sits without its flaws. The graphics, in particular, are chunky, and certainly not as smooth as most of the other basketball games out there. Perhaps the detail has been sacrificed in favour of speed and playability but, coupled with the bare ass front-end, it just looks sloppy.

Still, if you're happy to sacrifice looks on the altar of action and can put aside your basketball prejudices, you'll be rewarded with a frantic, tongue-in-cheek sports game that revels in impudent exuberance and leaves the cameras to the Americans. ■

Paul Rose

- GRAPHICS
- GAMEPLAY
- LIFESPAN

- Sugdy looks, but soft images
- Fast and frenetic, but lacking depth
- Fun for several weeks

- OVERALL...
- What it lacks in mid-range action and polished graphics, it makes up for in gameplay and laughs.
- NBA Showtime is one of the most enjoyable multi-player games around.

7
OUT OF 10



EVER WISHED FOR A PC-STYLE FLIGHT SIM ON PLAYSTATION? NO, NEITHER HAVE WE



Ace Combat 3

Electrosphere

"It aims to deliver the nose-to-tail joys of dogfighting, without

FACTFILE



■ PUBLISHER	SCEA
■ DEVELOPER	SIE
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE:	£24.99
■ NUMBER OF PLAYERS	One

While the PlayStation is undeniably the most versatile, all-round games system currently available in grey, it was never designed for flight simulations. True, Sony's console can belch out hundreds upon thousands of texture-mapped polygons per second, so creating a realistic, rolling battlespace is not a problem. Nor is drawing the F-16s, F-15s and other billion-dollar fighter jets that thunder over it, all diving and wheeling across unfriendly skies criss-crossed with missile trails and scarred with sparks of anti-aircraft fire. What the PlayStation can't do is accurately model a modern military fighter aircraft.

But in harness have it started with their Fly By Fight, Ace Combat series you can attempt to fake the plane game by

distilling the aerial thrills into an arcade-oriented, shoot 'em down. Set in the near future, Ace Combat 3 aims to deliver the nose-to-tail joys of dogfighting, without worrying about the fine points of physics or solving a manual the size of a small novel. On the one hand, it neatly mimics the visual detail of a PC game, with nice touches such as animated wing flaps, lens flare and excellent ground detail. On the other, Ace Combat 3 is all about instant and accessible action—from sweeping dogfights above sprawling futuristic cities to visual gun emplacements encircling enemy bases.

Simplistic and straightforward, Ace Combat 3 basically consists of a variety of one-off missions, playable in an assortment of hi-tech fun-planes. You don't have to know the principles of air combat; you don't have to understand

how to navigate between two waypoints. Whereas a real F-16 typically has a payload of six air-to-air missiles, Harrie's F-16 can invisibly carry upwards of 80.

While you can only pilot the famously delayed Eurofighter during the game's early missions, the more sorted you complete, the greater the number of new aircraft you can unlock. The planes, including the F-15, F-16, MiG-33, SR71 Blackbird, and a futuristic spaceplane. Each have their own Edge Ascension-style ratings – attack power, mobility, stability and defence. Thus the F-16 is more agile and mobile than the F-15 but lacks the latter's costly defensive shield. Equally while the SR71 Blackbird is the fastest plane of the bunch, it handles with all the grace of a hang-glider. While we're listing its good points (and there aren't many), Ace Combat 3 also

PlayStation
Magazine

VERDICT

- | | |
|------------|-----------------------------------------------------|
| ■ GRAPHICS | Smooth rolling 3D, stylized and detailed cockpit. |
| ■ GAMEPLAY | An understanding 3D shooter with an literary theme. |
| ■ USERPAN | One day a day for £29.99 it makes no sense. |

- | | |
|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ■ OVERALL | Not as good as it is yet, but it's possible to increase PC-style flight sim graphics on the PlayStation. Still, unfortunately, they forgot to include a game to go with them. |
|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3

OUT OF 10

Ace Combat 3

HOW TO...

FIRE AND FORGET

Shooting down enemy aircraft in Ace Combat

3 is a single matter of pressing the forward chevron button. When you first锁定 a target, it will typically be heading straight at you. Shoot when your reticle is straight away. Aim to fly slightly to one side of the plane as it approaches you.



As you pass it, hit your airturret (L1) and turn your craft round 180°. As soon as you see it, hit the afterburner (R1) to move into missile range.

The enemy plane should still be moving away from you. Adjust your flight path to keep it tailoring you and into two missiles as near as you get a lock.

worrying about physics"

Intersperses the missions with the odd cut scene or interactive test, challenging you to land on a pitching carrier deck or rendezvous with a tanker aircraft for some mid-air refuelling.

But, like Ace Combat 2 before it, this sequel-too-far is repetitive, unoriginal and underwhelming. While the missions vary in design and content (from destroying parachutes and tanks to blasting satellites in low Earth orbit), AC3's mix of air and ground gun-fodder depresses with each passing mission. Each featured aircraft, while different in name and shape, handles with the same up/down/left/right simplicity – afterhours to speed up, airbase to slow down, nullish controls to perform a Quake-style aerials at a desktop. Enemy aircraft can easily be dispatched with a simple turn-and-chase manoeuvre, while the ground targets might as well be protected by pacifists, given how much damage the surrounding AA batteries can inflict on your aircraft. As such, your biggest problem is to avoid running into the ground (as though your

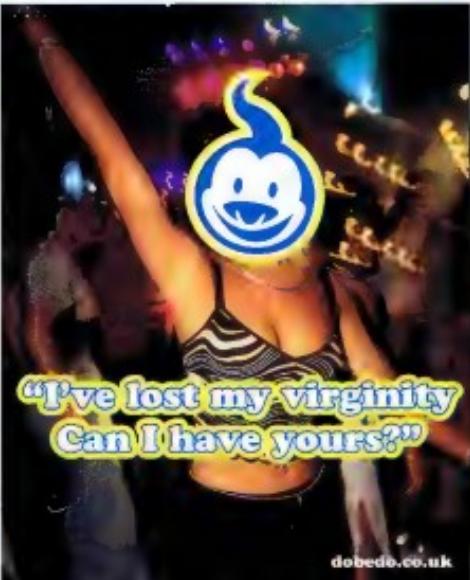
plane can bounce at least once if you manage a dive). Despite its three difficulty settings (Easy, Normal and Hard), there's nothing ace about Ace Combat 3. Ultimately, if you stay in the air and point your chosen aircraft at the designated targets, you can finish each mission in about five minutes, no matter which difficulty level you play on.

We had hoped for a little more depth and a touch more intelligence to the computer A.I., but, despite its good looks and PC-style flight sim facade, you'll be lucky if Ace Combat 3 lasts you more than a day. ■

Dean Evans

IF YOU LIKE THIS
THEN LOOK AT...
EAGLE ONE:
HARRIER ATTACK

Out now, and could have the score forever





ALL THE THRILLS AND SPILLS OF SUPERCROSS. WELL, THE SPILLS, AT LEAST...



Supercross 2000

Your ride may lean like a superbike, but it turns like a heffer

FACTFILE

PLATFORM	PlayStation
DEVELOPER	EA Sports
PUBLISHER	EA Sports
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS
THEN LOOK AT...

CHAMPIONSHIP MOTOCROSS

Provides the kind of association fun that's often missing in like racing sims

PlayStation
Magazine

VERDICT

Launching yourself skywards on a popping, screaming two-stroke trailie must be a big old rush. Considering the possible split knuckles, fractured fibula and likely spinal damage, motocross has to be one of the most exciting motor sports around.

And it takes a game of this calibre to make you realise that it's a racing experience which could be brilliantly recreated in waisegame form – mostly because Supercross 2000 isn't anything like such a game. As it stands, it's almost there in so many important departments, only to dash your hopes with a number of glaring flaws.

What's one of the most important things you do on a bike? Turn. And yet this most basic of functions has been botched by naff game mechanics. Take a

tight corner and your ride may lean over like a superbike, but it turns like a herniated heffer. It isn't realistic, but more unforgivably, Supercross 2000 doesn't even play well because you feel cheated by said poor physics every time you try to take a corner.

Similarly, the bike and rider's reactions to the forces acting upon them are neither sufficiently credible nor satisfyingly spectacular. When you fluff a gutsy start, you want to be waded out on a grind and staggering scree. What you don't want is a shameless display of bad physics. Hit a wall at full pelt and all too often you'll simply grind to a sudden halt. But accidentally clip another rider at low speed and you've every chance of being tossed into the air like a rag doll; it doesn't make any sense and it's ungoddamn frustrating. The two main

modes of the game are race and Freestyle based. You'll probably end up spending most of your time in freestyle, as the racing option can be plain demoralising – try going around the tightest course lenses to man when you've got the turning circle of an oil tanker. Or on second thoughts, don't.

Freestyle offers more juice per-hour, if only for a short while. You'll soon tire of the exceptionally-limited range of stunts and tricks, though, and the inevitable running commentary, so beloved of EA sports sims, is enough to make you bale your controller in desperation.

Even the select on of courses, riders and bike set-up options don't redeem Supercross 2000. The poor design means all potential enjoyment. Do you like a favour and steer well clear. If you can.

Al Beckham

OVERALL

The do the job in their class, to a fair faction

GAMEPLAY

Let down by some extremely irritating stunts

LIFESPAN

Good for about an hour's angry swidding. Keep that receipt

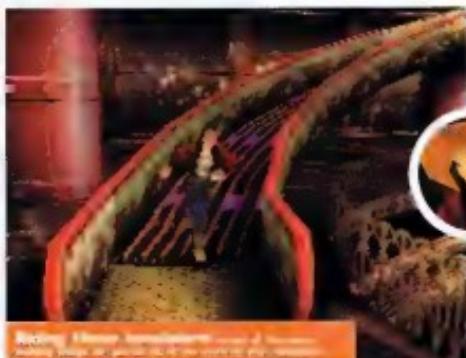
OVERALL

Supercross 2000 fails as both a racing game and a stunter due to its excruciating poor design

between dismally slow and too off-handed, even you're a 10-metres-per-second

4

OUT OF 10



HOW DO YOU FOLLOW FINAL FANTASY? BY IMPORTING SOME OF THAT MANGA VIBE...



Overblood 2

Imagine a pale imitation of *FFVII* with its heart ripped out

FACTFILE

PUBLISHER	BBH Systems
DEVELOPER	BBH Systems
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	\$29.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS
THEN LOOK AT...

FINAL FANTASY VIII
One of the best games of all time. A must
have for any RPG fan.

The threat posed by cloning can't be underestimated. Forget Dolly the sheep; it's video games that really suffer from indiscriminate body forging. Attempting to improve upon unsuccessful titles is nothing new, and clones often create desirable mutations that nudge gaming technology forward. But this Darwinian selection method also spawns a lot of doomed offsprings. Come in Ghostrunner 2, your time is up.

Imagine a pale imitation of Final Fantasy VII with its heart ripped out from the Cloud-quiffed main character and the dystopian planet kept alive by city-sized machines, to the intense pre-rendered environments so much of Final Fantasy VII has been transplanted to Overload 2 that you're tempted to check your old copy to see if it has been

picked. Is Overblood 2 at least a stronger, faster, fitter clone? Sadly, no.

It has only got a few new moves, most notably a free-camera 3D view and real-time combat. Most tragically of all, though, the concealing PRG elements have been ditched in favour of action-adventuring. A poor design choice that turns *Overload 2* into the video-game equivalent of the Dodo. While the 3D view is ambitious, it's jittery and muddled with collision problems. Puzzles are obscure so you can easily wander around for ages without triggering the right pieces of FMV. Combat is clunky, and lacks either the grace of a *Tomb Raider* or the impressiveness of *FIFA*. But it's the terrible, terrible music that really lets the game down.

True, it's hard to bring up Japanese adventure games to the West, but that doesn't make it alright to do it badly.

Overboard's 25 dialogue is so bad it's hilarious. In the opening sequence, a thug-hostile Asian cyborgman wonders, *who ya*, what will Aunt Jane for Christmas. It's absurd and destroys the atmosphere from the start. As does the scene-setting boudoir sex which begins, "Since the event known as 'the sudden death of the earth,' all life on Earth has become totally reliant on air cooling machines. It is 205AD in the run-up to Christmas and East Edge is looking particularly colourful."

If you're rich and you like your humour black, you might enjoy a game laced with such nonsense. Most of us, spoilt by atmospheric games such as Square's classic or *Select-HIT*, will find nothing worth exploring here. And certainly nothing worth caring. ■

Owain Benneflock

**PlayStation
Magazine**

- ## GRAPHICS

GAMEPLAY

LIFESPAN

- Detailed pre-rendered scenes tell a glitchy 3D coming-of-age story. 6
Benefit of both atmosphere and exuberance. 3
Cloud drag on for ages. If you wanted it to, You won't. 5

- #### ■ DIVERSE...

4

卷之三



FAR EAST MEETS WILD WEST IN A MYSTIC BLEND OF SLASH 'EM UP/SHOOT 'EM DOWN



Rising Zan: The Samurai Gunman

It's a pick 'n' mix of, well, lots of other PlayStation games...

FACTFILE

PUBLISHER	Agency
DEVELOPER	SEGA Systems
RELEASE DATE	Our now
AGE RESTRICTION	None
PRICE	\$39.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS
THEN LOOK AT...

TENCHU
Tactical skills were refined, with
multiple stealths and much more fun

PlayStation
Magazine

VERDICT

- GRAPHICS
- GAMEPLAY
- LIFESPAN

No slowdown, not plenty of nice textures and a general feel-fit.

Irresistible and accessible, but suffers from one weakness.

The game doesn't last very long, but it's not one to come back to.

- OVERALL

Highly recommended as a fresh one-screamer.
Fighting quirks like the blood and questionable
language ("You are Super Sexy Cool Hero") soon
call behind the game's campiness and remind us where

Andy Lows

5

OUT OF 10

NHL 98 ESRB
EA 16+
Sheet 96 MPH

REVIEW



With shots as this approaching 100mph... and with the puck would have no chance, but a vast array of saves... you could make him look like a hero.



The player
needs to
make a
hard, accurate
shot and hope
the keeper fails
to react. When
he does, then
the player can
make his
reduced-capture
attempt.

SONY BODYCHECK EA IN THE NEW COLD WAR. JOLLY HOCKEY STICKS THIS ISN'T



NHL Face Off 2000

There's a surplus of violent checks and one-on-one fights

FACTFILE

PUBLISHER	E3CE
DEVE. OPR.	Schwartz
RELEASE DATE	March
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to eight

IF YOU LIKE THIS
THEN LOOK AT...
NHL CHAMPIONSHIP 2000
This year's game has a twist of its own.
And who better?

PlayStation
Magazine
VERDICT

As a nation we may be rubbish at ice hockey, but we can still appreciate that it contains all the ingredients necessary to make the ideal videogame sport. The speed, the violence, the crazed slapping in front of goal... Truly, this is excitement. Something which explains why so many NHL-branded games wash up on our fair weather shores.

NHL Face Off 2000 is the latest to cross the pond and offers all the usual pukka, plus a management section that lets you sign, release and trade players between teams. If you want to, you can add to the rosters with players of your own creation, allocating points to various stats (you even ramp up your aggression and fighting skills).

There's much to satisfy, even if you aren't in it for the authority with

various pre-game renditions of The Star-Spangled Banner, plenty of Wurkter ditties, a surplus of violent checks and controllable one-on-one fights.

Superbly fighting forms a kind of sub-game, with four buttons controlling checks, saps, uppercuts and blocks. It's an amusing diversion that adds extra verve to multiplayer games, but doesn't dominate the play. The sound effects are great, genuinely recreating the ambience of a stadium rink. The player cards also prove for a fascinating study of the nutlet hokum in 20th century team-based sport.

But it's the new CE Artificial Intelli-gence that gives the game its main edge over EA's NHL 2000. CPU opponents now come in front of the puck, waiting for redirected passes, while defensive players make unpredictable dashes into the offensive zone and clog the box during

penalties. The enhanced AI is most noticable in the goonies, who make a fantastic variety of saves, including glove stick, chest, sick and block. They will do anything to cover the goal, sprawling sideways and even lying on their backs to smother a rogue puck. This makes scoring a real challenge and you have to learn the extensive range of shots, such as sap shots, snap shots, fake shots and redirected shots so fool the McMenin styled goonie and stick one in the net.

Unfortunately, Face Off 2000 looks terrible. Despite 160 motion-captured animations, the graphics really let the game down. Where NHL 2000 boasts stylised reflections, Face Off can only muster dull four-way shadows cast by the floors. It's certainly fast, real and raw, but it's no great beauty.

Steve Brown

GFX

GAMING

GAMEPLAY

LIFESPAN

The most disappointing aspect of the game

in-game strategy switching and a host of arena, saves and checks

longer if you can be bothered to get into the management

GRAPHICS

OVERALL

Totally spoils and really poor, but unfortunately can't graph to undermine the game's overall merit. The lighting options make for an inky-blacker scenario, though, and it's undeniably nice to see

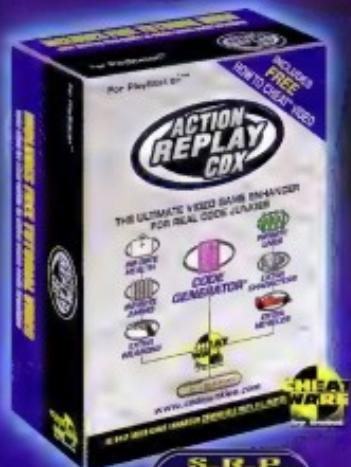
7

OUT OF 10

the next generation of cheatware

ACTION REPLAY CDX

COMPATIBLE WITH ALL PLAYSTATIONS™
INCLUDING SERIES 9000



S.R.P.
£39.99



MAIN MENU



CODE ENTRY SCREEN

- Action Replay™ CDX is the only video game enhancer compatible with all PlayStations™. If you've ever craved infinite health to defeat an unbeatable end-of-level boss, or wanted to experience the thrill of awesome secret levels, Action Replay™ CDX is just what the doctor ordered !
- Action Replay™ CDX is preloaded with thousands of cheat codes for the hottest PlayStation™ games.
- Easily programmable with thousands of new codes ! New codes can be obtained by phoning the Codejunkies hotline (updated weekly), surfing www.codejunkies.com (updated daily), or checking the cheats section in leading video game magazines.
- Action Replay™ CDX now comes with a Comms Link cable, allowing PC owners to easily hook up with their PlayStation™ to create powerful new codes. Just hack 'n' play !
- Includes an exciting free video that teaches you how to hack like a pro !

AVAILABLE FROM ALL LEADING RETAILERS
OR CALL D3 WORLD TO ORDER:

0845 6010015* ORDER ONLINE:
www.d3world.com

*Lines Open 8am - 8pm, Monday to Friday. Calls charged at local rate.

PlayStation™ is a trademark of Sony Inc. This product is not sponsored, endorsed or approved by Sony.

junkies

GAME RELEASE DATES • NEW CHEAT CODES • COMPETITIONS • CHARTS
CALL NOW - UPDATED EVERY DAY

0906 8516355

Lines open 24 hours a day, 7 days a week. Calls cost fifty pence a minute. UK ONLY

www.codejunkies.com



LEATHER BOOTS? WHIPS? SADLY MARY KING'S GAME ISN'T QUITE AS KINKY AS IT SOUNDS



Mary King's Riding Star

She requires grooming, mucking out and plenty of good lovin'

FACTFILE

PUBLISHER	Midas
DEVELOPER	In-house
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One or four

**IF YOU LIKE THIS
THEN LOOK AT...**

PET IN TU
Safaris for kids, award-winning for adults.
Visit www.petintu.com

PlayStation
Magazine

VERDICT

Enter the world of Mary King. Far from being the dominatrix she may seem, Mary is in fact every budding equestrian's heroine. While she may not appeal to the gaming hardcore, there are apparently numerous little girls who worship her. Struck for something to buy your kid sister? Read on...

Riding Star can be divided into two sections - caring and competing. Girls who are unaccustomed to a real horse can play with Star instead and they need to be just as attentive to her as they would to a living animal. She requires grooming, feeding, watering, mucking out and plenty of good 'lovin' - all of which takes an age due to the painfully long racing times. In the tack room you can flick through a guide book on looking after Star which tells you how to

keep her happy if she isn't well cared for; her discontent becomes apparent by her low energy levels. This caring side of the game is very much in the Tanaguchi mould, but these times are expensive.

There are three events - Dressage, this is where you and Star prance about in ribbon waving at the judges), Cross Country (which suffers because you are unable to see the jumps before you're on top of them) and Show Jumping. These events can also be enjoyed in the multiplayer mode where you take on a mate. And that's about it. It gets progressively harder, but events are simply rewarded.

With so many developers content to chain out sequels, Midas are to be commended for taking a risk on something so original. But although Riding Star makes it out of the starting gates, it fails to keep up the final furlong. Part of

the joy of owning a horse is interacting with it, but this aspect is drastically underplayed in Riding Star. There are only three phrases to express your love for Star, all of which contain the phrase "Come on". Experiences that you would hope to share with your four-legged friend are completely overlooked. There are no country walks, pictureque hacks, or open fields across which to canter.

All too often publishers saddle poor quality games with an "it's for kids" tag, assuming they'll lay up secondary fire, often to the point where their naivety and age is taken advantage of. So the question is, does your average teenie-bopper 12-year-old girl want to spend her time painting the hooves of an over-priced, and immobile "Tanaguchi"? This journalist thinks not ■

Catherine Chauvenet

- GRAPHICS In the word Star's a picture, but on the move and no Black Beauty 5
- GAMEPLAY Review and repeat 4
- LIPSPRIN Short as a strand of hair's less 4

- OVERALL Fabulous in the idea behind Riding Star's a spin-off the needs of its target age group, but it's a waste of money. It's a case of over-priced, over-hyped, over-drawn Tanaguchi. This could have and should have been an much more

4

GUT OF 10

REVIEW



ON YOUR BUTTONS! GET SET! GO! BLISTER-BUSTING MAKES A RETURN TO PLAYSTATION...



International Track & Field 2

The brand new canoeing, diving, vaulting and cycling events are

FACTFILE

PUBLISHER	Konami
DEVELOPER	In-House
RELEASE DATE	February
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One to four

To succeed in the world of athletics takes years of intense training, a supreme level of fitness and, depending on your choice of events, a technique honed through years of practice. In this respect, International Track & Field 2 is an extremely accurate representation of the sports. The main difference being that your fingers are put to the test rather than your legs. Endurance events such as the 1km time-trial cycling and even the 50m freestyle swimming will make you develop muscles in your digits that you didn't even know existed. And that's if you're lucky. The less robust of gamers will suffer from blisters and repetitive strain injuries – although it won't stop anyone going back for more.

There are 12 events in all, and they offer a surprising amount of variety, even though the majority of them are controlled almost exactly the same way. The easiest event is the 100m which requires you to do nothing but repeatedly hit the **△** and **□** buttons (which are

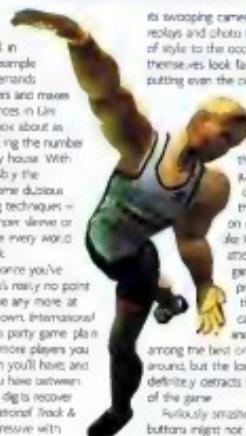
non-configurable). The other events are quite technical in comparison. For example, the howl walk demands lightning-fast fingers and makes the button sequences in *UFC: Ironman* look about as challenging as dialing the number of your local curry house. With practice, and possibly the employment of some dubious button-hammering techniques – like using your jumper sleeve or a flea – you'll save every world record in the book.

Unfortunately, once you've got them all, there's really no point in playing the game any more at least not on your own. International Track & Field 2 is a party game: plain and simple – the more players you have, the more fun you'll have and the more time you have between events to let your digits recover.

Visually, International Track & Field 2 is very impressive with

its swooping camera movements, action replays and photo-finishes adding a sense of style to the occasion. The athletes themselves look fantastic, their animation putting even the collectible *Mario Craft* to shame. It's not gold medals all the way though because the 100m hurdles, the high jump, triple jump and shotput are all curiously missing from the long list of events on offer. The cuts were *Die Hard's* delirious attempt to distance the game from its predecessor. Certainly the brand new canoeing, diving, vaulting and cycling events are among the best on offer this year, but the loss of the hurdles definitely detracts from the Olympic feel of the game.

Furiously smashing the **△** and **□** buttons might not sound like much fun



International Track & Field 2



HOW TO... PERFORM THE PERFECT PIKE



Choose the task you'd like to perform from the list, taking note of the difficulty. This determines how fast the timing bar moves in the next stage of the event.



Stop the timing bar at its peak to ensure that you have plenty of time to however the button and gain extra height off the springboard. Holding here will lose you points.



Hit **□** and **△** repeatedly to gain height until your athlete begins his trick. Now it's up to you to stop the arm going around the circle to determine the angle of entry.

among the best on offer this time around...

and, to be honest, it isn't if you're playing on your forefinger, but chuck in a few more, a Multi-Task and maybe a beer or three into the equation and International Track & Field 2 comes into its own. There are few games on the PlayStation more freely competitive, more exhausting and unfortunately, more reliant on you having three like-minded mates to enjoy it with.

Multipay in mind, International Track & Field 2 is the Bomberman of the sports games - dull on its own, sublime with a pal. That said, it's not on its own a good enough reason to get a Multi-Tap, but if you're lucky enough to have one next to your PlayStation and you have a few mates who might be up for a challenge, then you could do a whole lot worse. After you with the Band-Aids. ■

Justin Calvert



IF YOU LIKE THIS THEN LOOK AT...

INTERNATIONAL TRACK & FIELD
The sequel is pretty much the same, but it's just as addictive. It is only £25 though...

PlayStation
Magazine
VERDICT

- GRAPHICS Detailed athletic, superhyperrealistic graphics in motion. ■
- GAMEPLAY Rub-in on your own, great with your mates. ■
- LIFESPAN But sooner or later your mates are going to tire of it. ■

- OVERALL Some new events have been brought in, some classic events have been cracked out, but it's only the graphics that prove to be any real improvement on the original game.



YOU MAY BE A MEGALOMANIAC, BUT CAN YOU MAKE THE TRAINS RUN ON TIME?



Railroad Tycoon II

It's impressively rich stuff for the budding transport baron

FACTFILE

PUBLISHER	Takara
DEVELOPER	Pop Top
RELEASE DATE	March
AGE RESTRICTION	N/A
PRICE	£34.99
NUMBER OF PLAYERS	One

**IF YOU LIKE THIS
THEN LOOK AT...**

THEME PARK
Various underground news sites feature links to them park websites.

PlayStation
Magazine

VERDICT

Ah, the Age Of Steam. In those days, it didn't matter what was blocking the tracks – leaves, buffalo, Mexican bandits, herdsmen tied down with rope ("Chuff! Chuff!", "Hayul! Hayul!" etc) – because nothing could stop the trains running on time. Fortunately, braking technology has improved since then.

Already a hit on the PC, Railroad Tycoon II is a strategy/management game set in the era of the iron horse. Lay the tracks and build stations, buy your rolling stock, choose which goods to transport for maximum profit, then repeat, carving up those prairies while seeing off rival newcomers.

Get to grips with the basics and you'll find even deeper layers of control, enabling you to take over production at lumber mills and cotton farms. Improv-

each areas by adding telegraph and passenger facilities, or even dip into the stock market between the ringing and the firing of staff. A host of maps and campaign scenarios take you from America's Deep South to the foothills of China and historical references come thick and fast. It's impressively rich stuff for the budding transport baron.

Those expecting to mess about with virtual model railways will be disappointed because trains not the aim. Ridiculously you can't even build tunnels and make either crossroads, get hills or suffer through meandering gradients. Taken as a management sim rather than a building game, though, RTR II has the potential for a feast of peerzeering fun, but something is definitely amiss in this conversion, and those soysna screenshotters offer the first clue: You

Dwight Clinton freight express is little more than a string of blobs, while the only way to identify many buildings is to click on them. The lack of detail is regrettable because even once you're built your empire, it's never a pretty sight to survey. Text, too, appears in the most illegible of fonts and despite a mass of controller short cuts, you'll still expect to negotiate a blatantly mouse-operated interface with a directional pad.

It's a shame, because the game's labour-intensive book-keeping requires clever presentation and a faster, smoother interface than Pop Top have provided. There's no denying the integrity of the game underneath and hardcore strategists might want to persevere, but you will need the patience of a saint. Or better still, a regular computer.

By Michaelson

■ GRAPHICS

Fair, to res sprites and ugly option screen.

■ GAMERULES

Its account-em-up railroading sim needs a friendly interface.

■ LITERACY

Should have been higher but as a game sim? They've named it.

■ OVERALL

An magnificent as Railroad Tycoon II on PlayStation should have been, this shuffling rail conversion has turned a great game into a maiming pile. What a miserable chit.

5

SOUTH PARK WILL KICK-ASS THIS MILLENNIUM!!!

IT'S THE
FINAL
VOLUME FROM
SERIES
TWO!



THE WHOLE OF SERIES 1 & 2 ARE NOW AVAILABLE ON VIDEO



LOOK OUT FOR THE VIDEO RELEASE OF THE HILARIOUS
SERIES 3 COMING LATER THIS YEAR





ONE CRUEL BLOW TOO MANY FOR OUR PREHISTORIC PALS



Warpath: Jurassic Park

Dinos square up with only one thing on their minds – to kill

FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	Dreamworks
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£34.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS
THEN LOOK AT...

PRIMAL RAGE
Reviewed 6700 word 78% that's 49 PRIMA
Review 6700 word 78% that's 49 PRIMA
Review 6700 word 78% that's 49 PRIMA

PlayStation
Magazine
VERDICT

Along with their inexplicable affection for Furby and slime-filled alien eggs, The Kids' love affair with dinos seems in no danger of waning. Doubtlessly fuelled by the Beeb's recent success in portraying best-guess thunder lizards as legitimate doofuses, Warpath is bound for similar commercial (if not critical) triumph.

Yet Ironic (x) it's the groundbreaking Wolfing With Dinosaurs series that ultimately consigns Dreamworks' loose film tie-in to the status of mediocre cash-in. Once we've wallowed with them, the thrill of fighting with them becomes little more than quayau totalis at while the BBC's CG-fest presented our scaly precursors as noble, nurturing and herbivorous as much as scavenging, selfish and predatory, here dinos square

up to each other with only one thing on their mind – to kill. This may be the standard remit for beat 'em up the world over but lessons should have been learned from the tedi out Primal Rage.

The problem lies in the warthogs' limited range of moves – a jumbled mess of butts, slashes and tail swings that will make most dino-experts gap at their lack of credibility. It's not just the lack of credibility that makes you despise though. Warpath has been executed with a breathtaking lack of imagination and a complete absence of genre-specific knowledge. There's little difference between special moves, and occasionally the camera angle shifts to a semi-overhead view that throws you completely. The combatants too, appear

oversized in relation to their arenas, and every bout starts with the snarling peacock standing ready to shout. There's little room to manoeuvre and the action invariably degenerates into a frenzy of random button bashing.

If nothing else, at least the visuals are spot-on. The dinos themselves are fluid and brilliantly rendered and the options (although too small) are reminiscent of the films. A pat on the back should also be given to whoever thought of the semi-educational library option that enables you to choose the dinos' timelines and view them in alternative forms.

That aside, the other hose-hits are too slight to propel Warpath out of the extinct leagues. Prehistoric, indeed. ■

Matt Pierce

- GRAPHICS Satisfactory textures and smooth animation between levels
- GAMEPLAY Hammer the buttons 'til your fingers hurt. Hardly subtle
- LIFESPAN The unlockable secrets may keep you going for a few weeks

- OVERALL A is easily forgotten a beat 'em up that's not worth your time. Warpath: Jurassic Park is amorphous or absent lesson in how to make a formulaic beat 'em up very few friends

4

OUT OF 10



ROLE UP, ROLE UP, POKE THE WEIRDNESS WITH A POINTY STICK + 4



Shadow Madness

A mess of uneven pacing and terrible plot development

FACTFILE

PUBLISHER	SCEA
DEVELOPER	Cave
RELEASE DATE	February
AGE RESTRICTION	Three and over
PRICE	£29.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS
THEN LOOK AT...
FINAL FANTASY VIII
Square's trademarked
 RPG series (cont.)

PlayStation
Magazine

VERDICT

- GRAPHICS An uneven collection of visuals, from the delicious to the off-putting. **7**
- GAMEPLAY Some welcome innovations undermined by fundamental errors. **6**
- LENGTH 40-60 hours, sure, but highly unlikely to keep a player engaged. **7**

- OVERALL...
Boring, static, lifeless entertainment, for the most devoted RPG fans who prefer to overlook various 'issues'.
By no means a worthy addition to the genre, so...
+ with your best face.

By Michael

6

OUT OF 10



Alone in the Dark IV

Witness the return of the original survival horror

EDGE[®]
THE FUTURE OF INTERACTIVE ENTERTAINMENT



VIGILANTE 8 OR VIGILANTE GREAT? A BIT OF BOTH ACTUALLY...



Vigilante 8: 2nd Offence

"The main problem is the handling. It's far too exaggerated."

FACTFILE

■ PUBLISHER	Activision
■ DEVELOPER	Luxoft
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£39.99
■ NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS
THEN LOOK AT...

TWISTED METAL 2
Twisted Metal 2 offers a far more varied and
addictive take on the manic metal genre.

Conceptually, *Vigilante 8* is a tremendous idea, throwing cars and guns into one big tyre-squeaking, bullet-strewn melting pot. It's the nearest thing you can get to *Mad Max* on your PlayStation. Which has got to be a Good Thing, Right?

Almost. While the underlying concept of the game is solid enough, and holds enough potential for some cracking auto-combat, the execution is something of a let down. This is partly due to the fact that the sequel is almost destined to its predecessor's aside from a few flashy extras (which will come to it in a bit). And it has to be said, the original *Vigilante 8* was never quite as good as its atmospheric *Twisted Metal*.

The main problem – as before – is the handling. It's simply far too

exaggerated to offer the kind of precise, handbrake turn-and-fire action that *Vigilante 8* is crying out for. The vehicles' turning circles are huge, and it's almost impossible to point your vehicle in exactly the direction you want, which is unforgivable in the midst of a close-quarters battle. And the over-the-top physics system – hit a bump and you go flying – is exhilarating, to say the least; explosions also tend to send you in with the stroshock.

The selection of weapons is also exactly the same as before, from the bog-standard rocket to the virtually-useless mortars. That said, the almighty selection of vehicles [including such delights as a garbage truck and stunt motorcycle with steering] are equipped with a wide selection of individual and potentially devastating – special weapons. And the

levels themselves are admirably large, and filled with touches of modish detail. It's possible, for example, to swim straight through the mansion on the Bayou level and blow warm steam off the powerboat out of almost any of the surrounding architecture.

But, ultimately, what we have here is pretty much the same as the previous instalment, only with a few more knicks on. Indeed, the only real innovations in *Vigilante 8: 2nd Offence* are the three new dropships that transform your vehicle via side-propulsion and hover jets so that it can handle those water and inaccessible terrain. It's not really enough to warrant shelling out 40 quid for, though, unless you really were a huge fan of the original game – and you can't say fairer than that ■

PlayStation Magazine

VERDICT

- GRAPHICS Detailed and refined, but there's some shocking clipping artifacts
- GAMEPLAY "Grun" and "groan", plus a few simple mission objectives
- LENGTH The Two Player Mode helps, but ultimately this is some stuff?

- OMDRA... A sequel that offers very little that's new or exciting to *Vigilante 8*. You're far better off staying with *Speed Freaks* or *Crash Team Racing* for powdered-up racing fun

Jeff Beckham

6

GUE OF 10

Cheats*Tips*Solutions

From 99p/line REPUBLIC OF IRELAND MULTIFORMAT LINE

- 0906-8318-400 — UK ACTION'S ALL FORMAT LINE
- 0906-8318-401 — PLAYSTATION / NEW RELEASE CHEATS / UPDATES
- 0906-8318-402 — PLAYSTATION / CHOOSE YOUR OWN CHEAT
- 0906-8318-403 — ADVENTURE / MGS / TRAILER 2, 3 & 4 / BROKEN SWORD & MORE
- 0906-8318-404 — ADVENTURE / RESIDENT EVIL 1 & 2 / STAR WARS 1 / FFX / TRI
- 0906-8318-405 — PLAYSTATION / EVERY CHEAT WE HAVE
- 0906-8318-406 — ADVENTURE / SILENT HILL / STAR WARS PHANTOM / TRI
- 0906-8318-407 — NINTENDO 64 / THE BEST NINTENDO CHEATLINE THERE IS
- 0906-8318-408 — SEGA SATURN / LOADS OF CHEATS
- 0906-8318-409 — SEGA SATURN / HUGE LISTING
- 0906-8318-411 — PLAYSTATION / MEGAHELPLINE & FAXBACK
- 0906-8318-416 — PLAYSTATION / THOUSANDS OF CHEATS
- 0906-8318-417 ...SEGA SATURN / THE ULTIMATE CHEATLINE

VOICE MAILBOX NOW AVAILABLE TO ALL USERS.

PRIVATE & PUBLIC MESSAGES AND MAILBOXES.

USE YOUR OWN PERSONAL VOICEMAIL BOX TO BUY AND SELL GAMES.

SWAP GAMES AND HARDWARE / CHEATS / GOSSIP WITH OTHER USERS.

PLAYSTATION

Stuck in a rut? Confused ? Getting nowhere? Consolve has the SOLUTION...

PRESS No. 1 For PLAYSTATION CHEATS

PRESS No. 2 For NINTENDO 64 CHEATS

PRESS No. 3 For PC CHEATS

PRESS No. 4 For DREAMCAST CHEATS

PRESS No. 5 For COLOR GAME BOY CHEATS

PRESS No. 6 For MESSAGE CENTRE & VOICEMAIL

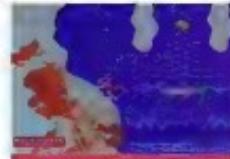
SWAP*BUY*TRADE*SELL

*PLAYSTATION * DREAMCAST * SEGA * GAME BOY *

WE PAY THE COST FOR THE FAXBACK

Please ask the phone owner before using this service. Calls cost 60p per minute at all times.

Fault line 0181-581-0000



DON'T LOOK BACK IN ANGER. MIDWAY PLUNDER THEIR PAST



Midway Arcade Party Pak

44 Inevitably retro compilations end up labouring the point

FACTFILE

PUBLISHER	Midway
DEVELOPER	Inhouse
RELEASE DATE	Out now
AGE RESTRICTION	Three and over
PRICE	£29.99
NUMBER OF PLAYERS	One to three

IF YOU LIKE THIS
THEN LOOK AT...

NAMCO MUSEUM 1-6
The presentation has been refined, but the games remain the same

PlayStation
Magazine

VERDICT

Fetto games. Fond recollections of our gaming heritage or the tawdry exploitation of decrepit old code fit only for the greatest amusement arcades in the sky? Whichever side of Memory Lane you live on, there's no denying retro worked for Namco as nostalgia junkies lapped up their Namco Museum series of repackaged old coin-ops. Now Midway – a company with a similar videogame heritage to Namco – have gone into the attic and dug out their old games for dust-off.

This Museum-style anthology includes Rampage, Xevious, Yie Ar Kung Fu, Super Sprint and Smash TV; in previous centuries they would've been feared as wretched, in their day they were hailed as classics; but how do they fare now as we enter a brave, new millennium and the Age Of Hover Cars?

Of the bunch, Smash TV is probably the best. A flip-screen, top-down shoot 'em up featuring possibly the highest body count of any game ever, it's every bit as playable today as it was back in 1989 and is probably ripe for an update.

Xevious – a colourful, 3D Tetris wannabe – is fun up to a point, but ultimately lacks the addictiveness essential for prolonged play. Super Sprint, an ultra-fast, overhead, three-player race, suffers without the arcade original's joystick steering wheel, so you spend a great deal of time drumming into the sides of the track and blowing up.

Rampage (in which you coast down river in a rubber ring) is a laugh for about an hour or so, and T2D (an early precursor to Tony Hawk's Skateboarding) is virtually uncontrollable. As a Rampage, the biggest disappointment of the lot, given this

reviewer's fond memories of pushing ten pence into the original instead of going to school.

As with Namco Museum, the Arcade Party Pak throws in some extra features – namely some behind-the-scenes interviews on the making of the games. It's hardly the kind of fare worth mugging a granny for.

Inevitably retro compilations end up labouring the point. As usual there's one game that'll always fit a couple of hours while you don't even really notice, you've forgotten the rest. For those reared on the armchair-pumping likes of Ridge Racer Type 4, Metal Gear Solid and Resident Evil, these games will appear laughably bad. They're not actually laughably bad; they're just too old to eat it any more. ■

Paul Rose

- GRAPHICS
- GAMEPLAY
- LIFESPAN

- Obviously this is no 3D SFX fest.
- Some good, some bad, as old as
- Aged ton-decades is short, lived looks

- REVIEWER
- Yesterdays' collector of semi-classic games. If your exceptionally nostalgic this could be the collection for you, otherwise the games don't really cut it are more

5

REVIEW

THEY'RE DEAF AND BLIND, BUT DO THEY PLAY A MEAN PINBALL?



Worms Pinball

FACTFILE

PUBLISHER	Intergames
DEVELOPER	Team 17
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£24.99
NUMBER OF PLAYERS	One



Worms Pinball rather begs the question why, doesn't it? You'd be hard-pressed to find many two-more-unlikely genres than whatever the wisdom of it all, Team 17 have created a pinball game starring their cartoon arachnids.

Of course, pinball is a pinball no matter how hard you try to disguise it - but the difference between this Worms-endorsed effort and real offerings is greater than a fist-seize. The sound effects and graphics from the strategy franchise add atmosphere, but it's the multiple sub-games that help create a little more

ingenuity. Whether blasting space aliens via lift ramps or hammering the flippers to escape a Hell (?) Worms Pinball is packed with hidden features.

The ball physics seem a bit oversensitive at times (the tilt function's particularly violent), and the left-hand side of the table is too flipper-heavy against the comparatively featureless right. However, the sheer weight of options maintains interest levels beyond all expectations. As a mid-budget package, it's hard to grumble. Pinball has found a friend at last. ■

Matthew Horrocks



PlayStation Magazine

VERDICT

INTERPLAY'S BASEBALL SIM IS NUMBER TWO. IN MORE THAN ONE WAY...



Baseball 2000

FACTFILE

PUBLISHER	Interplay
DEVELOPER	Interplay Sports
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to two



Are there enough fans in the UK to support two baseball games? Interplay obviously think so, or they wouldn't be going up against EA's Triple Play 2000. So, for those readers who watch the sport on Channel 5, this will be a special treat, for both of you.

At first glance, *Baseball 2000* is barely distinguishable from the EA title. It uses the standard over-the-plate view for bunting and pitching, covering fielding with a floating camera or quick cuts between different angles. After a while

though, it reveals itself to be more sophisticated when it comes to pitching, and less forgiving when bunting.

Havoc and armchair fans are likely to prefer EA's offering. Actually, they'd probably prefer any decent sports sim to this, not because there's anything wrong with it, rather because, unless you were raised on tales of Babe Ruth, baseball can get very monotonous very quickly. Try to use controls and a stack of options make this cut, but the restrictions of the sport itself severely limit its appeal. ■

Chris Buxton



PlayStation Magazine

VERDICT

GRAPHICS	Run, but at least the player in motion is nice	6
GAMEPLAY	Run, field, run. Run field set, Run field cap	5
USP/SPAN	Sessions go on forever. Or so it seems	5

6
OUT OF 10

5
OUT OF 10



This week see the return of the Army Men franchise with the arrival of the new game, Army Men: Air Attack.



LOVE THE SMELL OF BURNING PLASTIC IN THE MORNING? THEN SET LIGHT TO THIS



Army Men: Air Attack

"As well executed as a nuts-first landing on parallel bars"

FACTFILE

PUBLISHER	3DO
DEVELOPER	3DO
RELEASE DATE	Get now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One to two

**IF YOU LIKE THIS
THEN LOOK AT...**

SOVIET STRIKE
There's no flight, relatively inflexible
surface blasting, but it's fast, fun and

Simplicity, when it comes to games, can be a good thing. Examine closely any of the WipEout, Bust-A-Move 2 or Track & Field and you'll see that each is based on one very simple idea (Levitating sleds! Popping bubbles! Bashing buttons!). What makes them special is that the idea is beautifully executed. Army Men: Air Attack is also based on a simple idea (Fly a tiny helicopter) but, unfortunately, it's about as well executed as a nuts-first landing on the parallel bars.

As Captain of Alpha Wolf Squadron, your mission is to defend the Green Army Men bases from the evil Tan forces, and then turn the tide of war by attempting seek-and-destroy missions deep in enemy territory. In fact, busing about in your chopper is amusing enough

but gradually the powers of annoyance and frustration begin to overwhelm you.

One problem is that the game never makes you feel like you're truly airborne – a distressing defect for any helicopter game. Your chopper is always viewed from above and slightly behind, so you can't see the horizon, and the designers have used high ground as an impenetrable barrier so you're effectively limited to flying through a maze of canyons.

If you can't see over the top of obstacles you're forced to navigate using an inaptitude map. The trick: you are here! square fails to rotate relative to your position [instead the arrow representing you revolves on the map] so that sometimes turning left on-screen will cause you to turn right on the map and round in hopeless confusion. And when you do reach an objective, shooting

things can be just as tricky. The auto-arm is abysmal as your machine gun often fires sideways when you're trying to shoot dead ahead. Mysteriously, rockets that engulf enemy tanks in flame are precious little use against tiny soldiers – they remain unaffected by an explosion even at fire price away.

Virtually Air Attack is very crashy, if not actually in pieces. The landscape regularly flattens as it tries to keep up with your manoeuvres, and despite the small area covered by the overhead view, the action still slows down in the middle of its octane firefights.

All things considered, the game's few decent touches like being able to pick up objects with a grappling hook, are just way too limited to make you want to carry on. Abort mission. ■

Pete Wilton

PlayStation
MAGAZINE
VERDICT

- GRAPH CS
- GAMEPLAY
- LIFESPAN

Mostly pain but occasionally very nice. ■
Nothing original to report, far Dismally unoriginal. ■
Too frustrating and demanding to egg you on. ■

- OVERALL

Unimpressive. Far a smarter best. 3DO price. 2 is more amazing, an a better game. Return Fire is for more playful and even the venerable Nuclear Strike offers a better one-player game, at a bargain bin price. ■

5

OUT OF 10

CHEAP VODKA AND TETRIS. OUR RUSSIAN COMRADES HAVE A LOT TO ANSWER FOR...



The Next Tetris

FACTFILE

PUBLISHER	Hasbro
DEVELOPER	Blue Planet
RELEASE DATE	Out now
AGE RESTRICTION	N/A
PRICE	£29.99
NUMBER OF PLAYERS	One to two

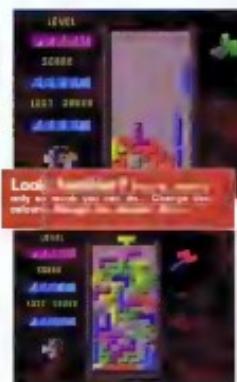
Alexey Pajitnov, creator of the original Tetris, must be a very happy man indeed. He single-handedly created one of the most successful, influential and enduring videogames ever made. He's probably not short of a few Rubles either. And the beauty of it is, he no longer needs to lift a finger.

Tetris has become a self-sustaining commercial entity. Fortunately, The Next Tetris is a worthy take on the old classic, with just enough in the way of new features to make it worth a crack. The main difference between this and the original game is that the standard Tetris

shapes are made up of several components. If one component is left dangling in the air, it breaks off, and falls until it finds something to rest on. This can make things extremely complicated as entire lines begin falling with unpredictable consequences.

That said if these new fangled features don't appeal, they're thrown in the classic Tetris game as well. Factor in the pleasantly housey soundtrack and smooth presentation and you've got an enjoyable re-interpretation of a winning formula. Not one to set the Kremlin alight, but hey, it's Tetris. ■

Ali Bickham



PlayStation Magazine

VERDICT

PONG BY NAME, PONG BY NATURE. NOTE: RETRO-PHOBES NEED NOT APPLY



Pong

FACTFILE

PUBLISHER	Hasbro
DEVELOPER	Supersonic
RELEASE DATE	Out now
AGE RESTRICTION	N/A
PRICE	£29.99
NUMBER OF PLAYERS	One or four

The million dollar debate goes like this. Retro games – welcome return of old arcade classics, or cynical marketing play to milk the hits of yesterday? We always hope for the former, but the reality usually points to the latter.

Which is, in a nutshell, why Pong is such a surprising game. Not that it's a great game, but time, effort and a bit of brain-power have been invested in its creation. It's pretty full of innovation, and even quite cute in parts. Don't be fooled though – it's still a monotonous old knock-about. Use bars, hit balls. Try and

get your opponent to miss. That's the aim of the game, and that's not a whole lot more to keep you playing.

You work through a variety of themed levels which offer new and increasingly-tricky obstacles to help you (or your opponent) score points. These may speed up the balls, bring extra balls into play, or just block your shots. The four-player Co-operative Mode can be fun, but at the same time it's short-lived and fairly bland. Justifying the £30 cutaway for Pong is difficult – only approach it if you like your kids nice and simple. ■

Ali Bickham



PlayStation Magazine

VERDICT

GRAPHICS	Fuzzy and colours
GAMERPLAY	Not rather ground breaking
LIFESPAN	Top note for today's upcoming game

GRAPHICS	Blurry and colours
GAMERPLAY	Not rather ground breaking
LIFESPAN	Top note for today's upcoming game

GRAPHICS	Blurry and colours
GAMERPLAY	Not rather ground breaking
LIFESPAN	Top note for today's upcoming game

GRAPHICS	Blurry and colours
GAMERPLAY	Not rather ground breaking
LIFESPAN	Top note for today's upcoming game

GRAPHICS	Blurry and colours
GAMERPLAY	Not rather ground breaking
LIFESPAN	Top note for today's upcoming game



The flashy board is about the only thing this does that fits in its original work.



BUMPERS BUMP, FLIPPERS FLIP, REVIEWER SLEEPS...



Pro Pinball: Fantastic Journey

It possesses every pinball feature you could desire

FACTFILE

PUBLISHER	Empire
DEVELOPER	Gaming Developments
RELEASE DATE	Q3 2000
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One

**IF YOU LIKE THIS
THEN LOOK AT...**

PRO PINBALL: THESHOCK
One of the best games of 2000

PlayStation
Magazine

VERDICT

We may be taking our first tentative steps into a new millennium, eating designer-gene tomatoes and preserving nuclear power stations as museum pieces, but some pastimes will stay with us forever. Styled on a Jules Verne, steam-punkish theme, *Pro Pinball: Fantastic Journey* almost succeeds in bringing pinball to your PlayStation. The physics modelling is confidently realistic, while the hi-res bitmap playfield fits on to one screen without the need for clumsy scrolling.

Granted, it only provides one table, but *Fantastic Journey* possesses just about every contemporary pinball feature you could desire. Hit left and right flipper targets in sequence for a combo, or collect the letters of a bonus word. Video Mode recreates those

reflex sub-games on the dot-matrix display via flipper buttons. There's even a Magneto-Sonic to magnetically rescue wayward bouncers from the left out-lane, the likes of which haven't been seen since the classic *Black Knight* 2000.

Furthermore, an easy centre splinter builds confidence in the novice whilst not actually doing as well as they think, while mastering the score-multiplying waveform is the prime objective of any pinball pro wanting to annex the Hall Of Fame. Furthermore, an easy centre splinter builds confidence in the novice whilst not actually doing as well as they think, while mastering the score-multiplying waveform is the prime objective of any pinball pro wanting to annex the Hall Of Fame.

In pin speak, this is a table to drain your empty trouser pocket some more. Nevertheless, the fact that this is a

simulation generates a huge, Dameklean question mark over any assessment. We like our pinball, and accept that retro-futurism might appreciate this simulation as a short-term diversion in itself, but truly consider, how cool is *pinball* continues to carry up space to the coin op precisely because of its mechanical beauty and intricately-crafted, analogue physics, allure. That is to say, enduring appeal and even Dual Shock support can't hope to recreate such feedback.

As much as you might be partial to a frenetic match of take football, or air hockey, or even flying a kite, would this convince you to rush out and pick up a console simulation? If no, PSM promises to look very carefully into a cover-mount IBM of angelfish aquariums and racing *log* files. ■

- GRAPHICS Lighting isn't essential, as is sparser, but the pinball needs have been met. ■
- GAMEPLAY As much fun as you can have with a virtual ball bearing. ■
- BONUS An 80-minute session every other week, in a total 6-8 hours it factors in. ■

- OVERALL Pro Pinball: *Fantastic Journey* is a too-reach virtual pinball, but nevertheless, to a thoroughly educated experience when compared to the physical joys of the real thing. ■

By Nicholson

4

OUT OF 10

WHITTLE AWAY YOUR BANK BALANCE AND SANITY AT THE CATHEDRAL OF FLUTTER



Caesar's Palace

FACTFILE

PUBLISHER	Interplay
DEVELOPER	Bear Software
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to four

The real Caesar's Palace is a grotesque, grown-up wonderland of chiming slot machines, hostile card tables and free booze dispensed by women in togas. And deliberately-hard-to-find exits. Caesar's Palace, the game, is a sterile attempt to recreate the vibe, but with no character or ambition.

The gamin - roulette video poker pChallenge, crap - all come packaged in a single chunk of options. With the cash machine set you stare and dig in. All the parts are there, but they don't add up to any kind of gaming judo. There's nothing at stake, you see, in the end.

world, there's the buzz of booziness, the thrill of spending with your well-heeled. Here, it's mess with poker for a bit, get bored, have a look at roulette, get bored, a few hands of blackjack, get bored.

Ugly presentation, square graphics and amateurish dialogues that leave you twiddling your joystick more than a card... er, card... carefully. Flipped open. There's a decent in-game coach who offers a bit of go dancing, but it's hard to care what's needed is a more arcade approach. Selectable personalities, cheat options, chequy graphics. Hell, throw in a story or something. Anything. ■

Andy Lowe



Gambling with virtual
virtual currency. Virtual currency is any dollar?

PlayStation Magazine

VERDICT

■ GRAPHICS	Shiny and distract. 5/10 noisy 18-bit art style 4
■ GAMEPLAY	The games themselves are tiresome. Here they feel endless 4
■ LIFESPAN	Get it now at best before yes, exchange it as it's useless 3

■ OVERALL	Simply a game at all. Of just only as therapy for problem gamblers or complete waste limited one thing out. Possibly a chance at multi-player amusement, but only if you're really desperate
-----------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

3
OUT OF 10

CREATE MONSTERS TO FIGHT FOR YOUR HONOUR. THEN REALISE IT'S NOT WORTH IT



Master of Monsters

FACTFILE

PUBLISHER	Virgin Interactive
DEVELOPER	Agebot
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to two

And tonight, Cifa, our blind dates are... Eric the Troll (15-foot tall, leathery-green skin, halitosis) and Elfin Sorceress (tiny foot in heels). Now let's see where mate and watch what happens.

Itain back your amazement. While a wizard character creates all your basic traps, the ability to cross-breed your creatures into mightier units is the most intriguing feature of this turn-based, fantasy strategy game. By involving the happy couple to the map, monster is new and hopefully meaner, beast will result. Hmmm. Of course, this is just one

example of the faults. Which riddle this, mentioned mess. Even the weakest of your creatons enable you to crush the opposition thanks to the cutesy AI. The only hope of a decent battle seems to lie with the head-to-head Mode. However, the penitent interface and tedium game pace is sure to scare off all but the most devoted of goblin masters.

It's a shame that more effort wasn't put into balancing the many elements of the game, or raising its visual appeal a notch above congested wonk. It's really just a curio for the folksen-obsessed. ■

Kieron Gillen



Giant dragons and unicorns at battle against a bewitched stone giant to take

PlayStation Magazine

VERDICT

■ GRAPHICS	If Final Fantasy VII were got to a world to be dev. 3
■ GAMEPLAY	Tomes is a mess of ideas, and gets them to where they may 5
■ LIFESPAN	After 60% like average of the A's dross than it can last ages 3

OVERALL

While more strategy games are always welcome on the PlayStation, they rarely do need to provide a lot more strategy than is on offer here. And more game for that matter.

4
OUT OF 10

NEW LOOK!

PlayStation Tips

In association with POWERLINE

ONLY OFFICIAL TIPS MAGAZINE



NEW LOOK!

ISSUE 13 ON SALE

WEDNESDAY 29TH DECEMBER

INVADERS FROM SPACE! THEY'RE HERE AGAIN...



Space Invaders

FACTFILE

PUBLISHER	Activision
DEVELOPER	2-Axis
RELEASE DATE	Oct now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One or two

You can move left, right and shoot things – and that's about it. The things in question are modern-day versions of the beings from space that invaded arcades back in 1978. Your tank has come a long way in the last two decades, though the concept of being able to move on more than one axis has still evaded the people responsible for the Earth's first line of defense.

This version may look prettier, but the gameplay is largely unchanged – it is Space Invaders after all. Enhancements include new alien types and boss levels.

while shooting four aliens of the same type earn you extra weapons. It's a nice idea, but the weapons are so powerful you can complete levels with less than ten shots. The different alien types each have their own attacking style. This adds some much-needed difficulty, but sadly they don't threat anything that's worth worrying about. The bosses are a little more tricky, or at least they are at first.

The Two-Player Mode shows up your interest for a while longer, but if you've played before, there's a good chance you'll end up playing it if you're sick. ■

Justin Calvert



Boss levels While there's plenty of variety in the alien types, the bosses are the most interesting.

PlayStation Magazine

VERDICT

- GRAPHICS One backgrounds, one effects, one tank and one weapons
- GAMEPLAY Fun for a couple of levels, but repetitive and dull
- LIFESPAN You won't want to play the same level twice

- OVERALL If you've fond memories of the Space Invaders arcade machine, this is best left unplayed. This game leaves a permanent stain on your television screen followed by an inevitable trip to the trade-in counter.

5

OUT OF 10

HONE THOSE PRIMAL HUNTING INSTINCTS WITHOUT GETTING WET



Reel Fishing

FACTFILE

PUBLISHER	Gravis
DEVELOPER	Narrative
RELEASE DATE	Oct now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One

The premise is diabolically simple. Stand at the water, rod in hand, 'tis a fish spines your bait. The viewpoint then goes subaqueous, and you can watch as your piscine quarry evaluates the temptation before it. Twitch the line a bit and with a bit of luck you'll convince it to bite.

Then you must imagine you are that fish, your tasty snack turned out to be laced with cold steel. Enraged, you must escape. Swoon for joy, I'm swimming... until approximately four seconds after you've forgotten what all the fuss was

about. Which is when, back on the surface, you start reeling in the line, coiling our fishy friend towards the bank. Should he twig what's going on and get frisky again you'll have to cast off. But play your cards right and he'll soon be flapping in your hands. Exciting stuff.

Actually, it's not nearly. Reel Fishing is about as dull as games get. But, it does have a certain lap-topishness, helped by the graphics and a difficulty level that rises gently as you graduate from gullible trout to wily salmon. ■

Jonathan Davies



Photo-realistic fishing mechanics

PlayStation Magazine

VERDICT

- GRAPHICS Looking beside the nice turbines beneath
- GAMEPLAY Sleep-inducing yet somehow fun
- LIFESPAN You'll run out long before you finish

- OVERALL... You might laugh, but fishing games are the new beat 'em ups. Possibly. Reel Fishing is the perfect way to get in on the overdrive action... just don't forget to pack a couple of matches.

6

OUT OF 10

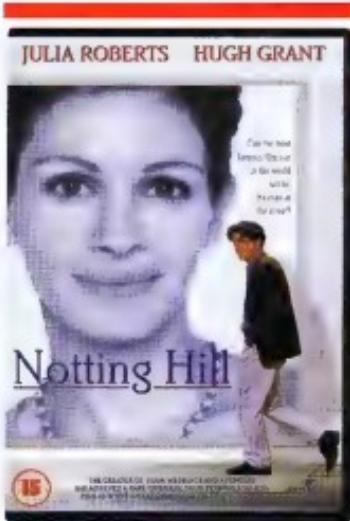
DVDS OF THE MONTH



20 Dec. *The Dark Crystal* is out now.

THE DARK CRYSTAL

It's been 15 years since Jim Henson's *The Dark Crystal*, for the first time a cult classic, became modern day *Caveat Emptor*, commented on in every issue of *Empire*. It was an ambitious project that exceeded its budget, and it's been a long time since we've seen a full slate of goblins and puppets young fans can now once again guffaw over. With a star G-woman in a career struggle between good and evil, it's fitting the movie has the interesting subtitle 'A Fantasy Story from a Distant Land' — it's like *Star Wars* meets *Avatar*. And the puppets should be funnier than the planet will return to the real world of *Avatar*. *Howard Shand* has died. *Brian Cox* is the *Younger* star of *Notting Hill*. *Julia Roberts* is the *Younger* star of *Notting Hill*. *Julia Roberts* is the *Younger* star of *Notting Hill*. *Julia Roberts* is the *Younger* star of *Notting Hill*. *Julia Roberts* is the *Younger* star of *Notting Hill*.

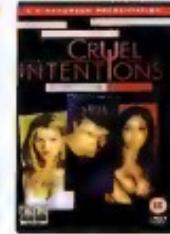


30 Dec. *Notting Hill* is out now.

NOTTING HILL

Posh flop Hugh Grant makes an appearance alongside Julia Roberts in Richard Curtis's sequel to *Romanticism*. And it's true. Willam Thacker (Grant) runs a travel bookshop until one day accidentally cracks coffee down the front of well-known TV yodoo star Anna Scott (Roberts); they decide they fancy each other, but it's love across an insurmountable divide. Do they get down to business, or not? Of course they do... like most of Curtis's populist work, it's not complicated. *Reeves* puts in a great performance as Grant's scurvy housemate, but the idea of such a filthy, dirty creature living with Grant is ultimately unconvincing. Then again, he does go *Withnail & I*.

Extracts, *Trailer*, *Biographies*, *Promotion notes*, *Travel guide*
Verdict: Love and loss in West London. **B/10**



20 Dec. *Cruel Intentions* is out now.

CRUEL INTENTIONS

It's been 15 years since the original *Cruel Intentions* became a cult novel (see *Empire*, May 1990). Now it's been remade, a mix of sorts, seeking for a challenge as it was of the endless rereading of *Anna* at his disposal. *Reeves* is the new *Younger* star, *Heath Ledger* is the new *Older* and well-decorated virgin. The *Individual Pursuit* masses and, well, here's a homely quipster in an *Ariane* jacket and *Seduction* cap. *Reeves* starts off strong, but *Heath* is the real star, the pot comes to the boil and, on more than one occasion, will have you laughing and the justice checking the *guitar* and *drum* parts of the *Rock* soundtrack a *runner's* in a *honest* movie. **C**

Extracts, *Commentary*, *Deleted scenes*, *Music videos*, *Interviews*, *Photographs*, *Trailer*

Verdict: *Cruel Intentions* gets dangerous. **3/10**

QUIDS IN

The latest, greatest finds from *Empire*...
We're talking about video games, music, books, movies, TV shows, and more... and we're not afraid to say what we think about them. Our columnists give their verdicts on what they like and don't like about the latest releases. This week, *Empire*'s critics take a look at the latest releases from *PlayStation* and *Nintendo*, plus a look at what's coming up next month. *Empire* knows that there's a lot of great stuff out there, so we're here to help you find it.



Midway showed off their latest driver, *Off-Road Thunder*. Even though the game is expected to be released for *PlayStation* before the summer, it will struggle to make its mark in a strong category.

Reeves and *Capcom* have related claims that they will be releasing co-op development, claiming they have ten to 12 titles scheduled for release and just as many on the back of *Star Wars* *Episode II* and *III*.

Alex Tanner is editor of *Empire* online, *All About Games*

PSM VERSUS...

LIMP BIZKIT

BIG SHORTS, BIG ATTITUDE, BIG SALES. LIMP BIZKIT ARE RATHER BIG IN AMERICA RIGHT NOW AND THEY'RE HEADING THIS WAY. TIME TO LOCK UP THOSE DAUGHTERS...

Words: Dan Maynes Photography: Jeff Edgerton

"C Nihil, man... That was a Mike Tyson punch right there."

Suite 808, the international Hilton, London and a large American gentleman in a beige hat is sat on a plush tasting the pain with the Wu-Tang Clan. His accomplice, a small, chimp-like chap, is in the process of whacking him in the head with Method Man's mallet.

We come to the world of Limp Bizkit, white boy rap metal merchants and current flavour of MTV's month StateSide. Frank Beavis and Butthead meets Kurt Sengen in a head on collision with Rage Against the Machine. As do from the usual erogenous present at this sort of occasion, only two of the Bizkit boys are currently engaged in the gurning extravaganza that is PSM. Verus... "Voice of the yod and face of the band, Fred Durst, is due to turn up later. With the guitar player doesn't play video games and DJ Lethal, formerly of House of Pain, is hung over

and in bed, it's thee in the afternoon, let's go to work."

"We Reckon and Inspectah Deck in here" says Climp Beatz; Sam Rivers, the band's bassist. Indeed they are, confirming PSM.

"Deck's got a prat album it's lolla, I wanna see Method Man." See what these boys want, they generally get and, right now, what they really want is to become as big in the UK as they are in the US. Their latest album *Symphony* shifted millions of copies in the US, thanks to non-stop touring and their breakthrough single a bizarre cover of George Michael's *Father*, followed by the MTV-friendly *Inside the Wu-Tang game* is kind of fun, but we need something closer to home to appeal to the good ol' boys from Jacksonville, Florida. NFL Blitz 2000 gets lifted from the PSM satchel.

"Huh?" says a somewhat weary drummer John Otto pulling his hat further down across his eyes, "Left have just

one more go on this" Tastie the Ram says on.

"The only PlayStation American football game we had was Headed," explains Sam. "We had that time or four years ago when it first came out. We used to bet on that 'It's on my God, we were so mad at each other I never got back on that tour though.' Fortunately that's what paid for the diamond-encrusted Rolex haggard he's wearing.

As it turns out little Sam's something of a genius from the hardcore end of the spectrum.

"I been playing *Final Fantasy VII* a lot, I'm pretty far in on it, but I didn't touch it the whole tour I had too many other things going on. I'm mostly trying to get a, uhuh."

What? A Chocobo? A secret Guardian Force? The moment has sadly passed as Sam gets belted around the ear with one of Raevens' slaps.

"That was dope," says a shocked Sam.

"Yeah, that's that..." affirms



PSM Author: We start off the back of Rock legend Koko Taylor

John, thoughtfully.

"We have a winner. Invariably it's PSM. Ha!"

On to the subtleties of American football, then, and NFL Blitz. PSM adopts the tactics of a true champion-suburbie and decodes:

"You played that before?" asks John suspiciously.

"Ummer, nope. PSM acts innocent. Of course, this is a blatant lie, Blitz has been an office favorite for weeks. We los a bomb case the top, plucked from the air by our star wide receiver, which prompted him to be renamed by one of Sam's heavyweight line backers, Curtis.

Curtis amused, chuckling to himself, "Man, this is funny" as our player howlers from the field. "He's hurt and it's like this a I'm cool cos you can beat people up and stuff!"

At which point, Chief Bizkit, Red Dust swaggers in. "These game is sick, he barks. "When's that *PlayStation 2* coming out?" That's the one I'm waiting for."

PSM leaves it to John to wax lyrical about the game. "There's some dope moves on it, dude. You can like kick people and stuff."

Mr Durst takes the hot seat

vigorously unimpressed with NFL Blitz. Indeed immensely disillusioned with PlayStation games as a whole.

"I'm waiting for PlayStation 02, and the *Lego Build game*," announces Durst to the assembled throng. "I have an amazing idea for it as well – it's genius idea – but it's gonna be on the new one because I ain't going for no half-assed graphics."

What's it going to be? Spec world with guns?

"Two totally different concept, more like *Tomb Raider* with stacks of different worlds. It'll be prat, man. You could choose different members of the band. It wouldn't be a fighting game, but it'd really cool to have, like, weapons. That would be prat, like really like chin-ups."

Durst working himself into a lather, "I think it would work in either the new world or totally made up dimensions. I'd want it in a world I like, man where it just goes on forever. These things look pretty real to me. I get quite obsessed."

Into Tomb Raider then?

Durst goes quiet, and suddenly very serious. "Tomb Raider's the phattest game in



Chief Bizkit: Fred Durst, who's the real phot with PSM. Take note, be like Tony Hawk's Request

Limp Bizkit

the world." It seems like games play a major part in his life.

"I started playing frisbee and I played Asteroids and Pac-Man... just, Defender... I love Videogames."

It's time to show Mr. Dent that our favorite little geyser still has some life in it yet. Tony Hawk, come on down.

"Tony Hawk's the best game they've got on there," confirms John.

"Is it that?" asks Fred. "Dude, it's sick."

Indeed. We kick off with a game of Horse which sees PSM racking up the points, leaving Red to struggle with his noles. He tires quickly.

"Can't we cruise around a bit and stuff? This on PlayStation would probably be unbelievable."

Red dives into the Warehouse level and begins to pick up skills. Simple tricks build up into elaborate spins.

"I like this game. Just give me a couple of days practice, cycle, this is addictive."

After every two minute run he hits re-try again and again. What does he think now?

"I think it's dope. I think it's the best game I've ever played."

Big-shotted, rap metal band like skateboarding game. Who would of thought it? ■

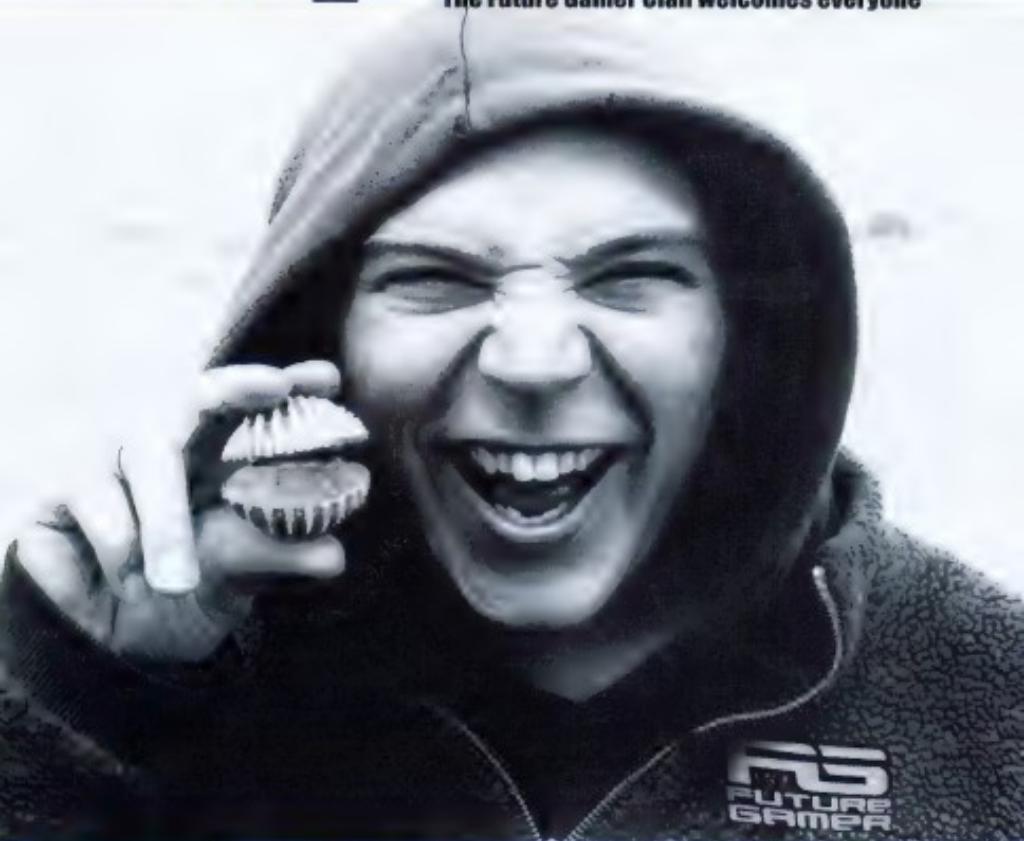
>>The Limp's current album *Symphonik* offers up just music <<



Under the scrutiny
of our Riddlers are NFL Blitz
2000 (Theatre mode also
available), Tony Hawk's Pro Skater... and Tony
Hawk's Skateboarding (O'Dellie,
this is addictive...) ■ Dode...

[FGC]_Shell

The Future Gamer Clan welcomes everyone



RS
FUTURE
GAMER

Future Gamer's readers are so impressed with the quality of this free weekly email games magazine, they've set up their own dedicated clan. However, you might just want to read the magazine.

www.futuregamer.com

UNIVERSITY CHALLENGE

LOOK OUT FOR
THIS LOGO AT A
STUDENT UNION
NEAR YOU.

UNIVERSITY OF LONDON UNION WAS HOST TO THE QUAKE # UK STUDENT CHAMPIONSHIP GRAND FINAL...

All over the UK, radio jockeys have been basking fondly in the Quaker II Championships, but only the strong straddle on to the final showdown at the University Of London Union. Snout "And Here Come the Belgian Hahaaaaaaa!" Full hosted the Grand Final which saw 12 go-head-to-head finals line up for the chance to win a holiday in New York City. Find out who the next French icon of those all-



RICHARD ELLIOTT - DURHAM UNIVERSITY CHAPMAN

"I love books as I have always enjoyed a trip to New York City."



NEWCASTLE UNIVERSITY
Love making up to my deadlines.

新編藏書票錄



ONLINE RESELLING AND MARKETING HANDBOOK



www.mheducation.com

HILL, WEST YORKSHIRE
"People think I have got it - I
can't. That's why, maybe that's why I



www.mca.gov.in

HERTFORDSHIRE
is the best Master IT



**THOMAS PORTER - LIVERPOOL,
JOHN MOORES UNIVERSITY**
"State 22 is the asset that you can have on
a FlexDiskdrive. It has a cockpit, transmitter
and a visiting unit."



DAVID SMITH - STAFFORDSHIRE UNIVERSITY



AMY WATSON,
WILLOWBROOK ECONOMICS,
"Favorable Signs" 27 Nov. 2012
and **AMY WATSON**, **WILLOWBROOK**

SUBSCRIPTIONS

**YES! I WANT TO SAVE £s BY
SUBSCRIBING TO PSM**

- UK Direct Debit monthly - 8 issues £22.45
- UK Cheque/Credit Card - 12 issues £44.91 - Save £14.97
- Europe - 12 issues £64.91
- North America - 12 issues £89.91
- Rest of the world - 12 issues £99.91

YOUR DETAILS

Title _____ M/F _____
Surname _____
Address _____
Postcode _____
Country _____
Tel number (inc STD) _____

METHOD OF PAYMENT

- Direct Debit
- Cheque (payable to Future Publishing Ltd. Please sterling drawn on a UK bank account)
- Visa MasterCard
- Switch issue number date _____

Cards number _____
Expiry date _____
Signature _____
Date _____

Instructions to your Bank or Building Society to pay Direct Debit.

Future Publishing Ltd.
Direct Debit

Originaliser's Identification Number
9 3 0 7 6 3
Please send me form to address below

1. Name and full postal address of your Bank or Building Society account:

To The Manager _____ Bank/Building Society _____
Address _____ Postcode _____

2. Name(s) of account holder(s): _____

3. Branch sort code (from the top right hand corner of your cheque): _____

4. Bank or Building Society account number: _____

5. Instructions to your Bank or Building Society:
Please pay Future Publishing Direct Debit the amount detailed on the instruction, unless we instruct you otherwise. You can cancel this instruction at any time by writing to Future Publishing Ltd. in writing, giving us one month's notice in writing, addressed to the branch manager.

Signature(s): _____ Date: _____

Rate No (forics use only)
Bank switching facilities may increase. Please debit instructions for one copy of magazine.
You cannot fax or e-mail direct debit forms.

UK readers return to: PSM Future Publishing,
FREEPOST (654000, Somerset, TA11 6BR)
Overseas readers return to: PSM Future Publishing,
Croy Court, Croydon, Surrey, CR1 5TB, UK
C. Please tick here if you'd like to receive information about future publications.
Order code: SFMP55

12 ISSUES FOR THE PRICE OF 9*

**SUBSCRIBE to PSM and get
12 issues for the price of 9
plus FREE UK delivery. Fill in
the form opposite, or call the
credit card hotline below.**



WEBSITE: www.futurenet.co.uk EMAIL: subs@futurenet.co.uk

+44 (0)1458 271126

IMPORTANT: please quote order code OPMP55
Lines open 8am-8pm, Mon-Fri. *UK only

DOWNLOAD

LIGHTSTICKS AT THE READY AND FLUFFY BRAS AHoy AS DEMO 55 GETS FUNKSOME



EDITED BY: Catherine Channon
Comments, queries and letters to: discussions@online.co.uk or fax us on 01289 520887. Sorry, we are unable to answer you unless over the telephone.

Ladies and gentlemen, good evening and we come to Club PSM. This month sees our little black number dusting down its Buffalo, and stompin' on to the dance floor. Tunes and visuals are provided by Music 2000 and TW, while in the Go Go Cage the evening will be the ever-gripping Action Man. Celeb guests include Eddie Izzard and Michael Schumacher plus those Gatecrasher lookalikes, the Micro Monkeys. Marumission, eat your heart out...

Catherine Channon

TO USE DISC 55

Load the disc and scroll through the game choices using ← and →. Press ⓧ to select the demo you want. If one of some of the discs you will need to reset your console.

Problems with your CD?

Pop up your postbox and drop it in an envelope and send it back to my following address. We'll test it and, if it's faulty, we'll send you another CD. Please note we do not keep old discs in stock.

DISCO! UK Production Magazine, One Network, Customer Services, Future Publishing, Croydon, Surrey CR9 1EE. Tel: 0181 650 0000. Fax: 0181 650 0001. Email: discussions@online.co.uk



Music 2000

■ PUBLISHER

CodeMasters

■ TITLE

Music creation

■ PROGRAM

PlayStation game

Eck on the scene, and guaranteed to give you more street cred than a gold Arnie, is Music 2000. After the massive success of the original Music, Codemasters have been getting even more creative with their creators. For those of you that missed out, Music enables you to mix your very own tracks from a massive selection of hip hop, techno, and house music. You can even make your own video to go with your track. So without further ado PSM presents the next installment of Music, the program that makes doing something even your Granpa can do. We L, maybe

■ Controls

①

Go back a level (takes you to the main options screen if you get stuck)
Open menu for current level. You will find the other short-cut buttons

②

and help text listed on each menu.

Action on [select] or [pace]

Delete

Moves about the screen

Begin play back/End play back

Opens up the library for the current level

Opens up the palette for the current level

Short-cut for editing area

in Music Jam Mode

Open up the menu

■ Additional features

The full game features an amazing sound sampling facility. You can take any music CD into your PlayStation while Music 2000 is loaded and fit your favourite samples and loops from it.

■ Further information

Scratch back to PSM1, where we rifle the latest of Music 2000.

DISCONTENTS

Action Man Mission Xtreme

PUBLISHER Electronic Arts
STYLE Action/Adventure
PROGRAM Playable demo

That old plastic classic, Action Man, is about to storm your PlayStation for some child-coloured heroics. You join him in his battle against the name mastermind Doctor X and his dangerous accomplices and, inevitably, only a crop top can save the world from the depraved plot. Your first mission on our demo is to stop Professor Gangrene's forces from raiding the city. Use the radar to direct you to the bad guys and destroy them on sight. You can use vehicles (which have the Action Man logo on them) for special bonuses. The second mission is set in the desert. Gangrene's forces have been stealing equipment, but nobody knows why. Investigate his desert lair to uncover his plans. The entrance to the base is hidden so your first objective is to find concealed code key pieces. Use your metal detector. Watch out for the guards; they want you dead.

■ Controls

Vehicle Controls

↑ Accelerate/forward
 ↓ Reverse
 ←→ Turn left/right
 Analogue All directions
 ☰ Pause menu/meson objectives
 ☱/☒ Fire weapons
 ☳ Accelerate
 ☴ Reverse
 ☵ Handbrake/turn
Action Level controls
 ☰ Super Mode zoom out
 ☱ Walk [w/a down]
 ☲ Super Mode zoom in
 ☳ Look around [held down]
 ☴ Action/attack/file
 ☵ Weapons/ inventory
 ☶ Single jump [x] or double jump [d]

■ Additional features

The full game features a multitude of both action and vehicle based levels. There are times when you'll be required to control planes, boats, bikes and cars.

■ Further information

We took an early look at Action Man Mission Xtreme trousers in PSW4.



F1 '99

PUBLISHER Eidos
STYLE Racing sim
PROGRAM Playable demo

Et up to speed with the latest game in Pagnotti's F1 series. Having piqued the interest of F1's new developer Studio 33 have gone back to the drawing board to create the game one catered Formula 1 fans have been waiting for. They've even included the new Sepang Malaysian track. The game's basic mechanics have been refined, re-boarded and twisted to perfection, and as ever PSM is on hand to prove it to you, so without further ado over to you. Murray. The demo enables you to compete in many quick races as you please. The venue is the home of British Grand Prix, Silverstone. You have a choice of cars, drivers and teams including Ferrari, McLaren and Jordan. Stats are displayed on screen, giving the drivers previous wins, points and starts, and if you go to the options screen you can even check out their high scores.

■ Controls

←↑↓→ Steer
 Left analogue Steer
 Right analogue ↑ Accelerate
 Right analogue ↓ Brake

Ⓐ Accelerate
 Ⓛ Brake
 Ⓜ Change view
 Ⓝ Front on view

■ Additional features

The full game features a complete selection of accurately mapped circuits from the 99 season, along with 41 cars and drivers. You can compete in quick races, or a full Grand Prix season. The choice is yours.

■ Further information

PSM pulled Formula 1 '99 in for a pit stop back in issue 34. Check it out for the full lowdown.





Your mission, should you choose to accept it, will involve a high-speed car chase through busy city streets, or dangerous secret locations with Gongrau's guards.



McLaren, Ferraris... There's an entire garage of F1 cars and drivers for you to play with. Just watch out for those cones. At 180mph they come out of nowhere.



Scramble, scramble... You're get bogeys on your tail and the only way to deal with enemy aircraft. Destroy them all.

Ace Combat 3: Electrosphere

■ PUBLISHER **SCEA**
■ STYLE Flight combat sim
■ PROGRAM **PlayStation**

A sure sighting of that mythical beast - the PlayStation flight sim Ace Combat 3 looks the after-burning, G-LOCing, pylon-pranging business as you attempt to be The Cruiser, ensconced in little more than a supersonic dart. While it plays valiantly, Namco have so cod things up by pitching you into a volatile new-future setting. People no longer fight for that, honour or the American light-of-way they fight for money. The world is dominated by two sinister mega-corporations who take the term cut-throat competition a litte too literally (Result?). High flying company reps don't drive around in Ford Mondeos, but do business from the comfort of their combat fighters. As a pilot for the Neo United Nations, it's up to you to restore order - violently. Peace is not an option. Our demo requires you to destroy all enemy craft on sight - it's a dirty job.

■ Controls
Left analogue Pitch down
↑ Pitch up
← Left roll
→ Right roll
Right analogue
↑ View up
↓ View down
← View left
→ View right
○ Machine gun
□ Missile
△ View radar
■ Change selected target
□ Decelerate
Left stick Left yaw
Right stick Accelerate
Right stick Right yaw

■ Additional features
The full game features over 20 aircraft, plus ten additional enemy planes.

■ Further information
PSA carries out all final checks on Ace Combat's craft on page 108 of this issue.



This air is great mission requires you to destroy a number of key targets, including a vital supply bridge.

Eagle One: Harrier Attack

PUBLISHER: Infowars
STYLE: Air combat sim
PROGRAM: Playable demo

The demo disc is a veritable flying circus this month as we double the aerial fun with our second flight sim of the month. This one has a classic appeal, offering honest-to-goodness combat bashing with Blighty's very own 'Best Of British' Harrier jump jet. But before you leap your chosen attack zones over yet again and prepare to liberate the Mervins, it turns out that our fairytale Harriers have been sent to the Yanks. They're breaching their trenches over some treacherous whale-decaying military communications with a deadly electromagnetic pulse and, in the confusion, taken control of Navas. If we were timorous, we'd want to live on a tropical island now. There's only one solution. Jump into your jump jet, fly to Hawaii and prepare to unleash a smorgasord of destruction on their Balinese clad asses. Your mission in our demo is to destroy the bridge over Puunene; this will buy time for your

forces by preventing reinforcements reaching the second group. You will need to refuel first, though.

■ Controls

- (A) Increase thrust, rise upwards [Hover Mode]
- (B) Speed up [Jet Mode]
- (C) Decrease thrust, sink downwards [Hover Mode]
- (D) Slow down [Jet Mode]
- (X) Change weapon
- (Y) Change target
- (Z) Change view

■ Additional features

The full game features a rather nutty Two-Player and Two-Player VS Mode, plus a Training Mode for those pilots still wet behind the ears.

■ Further information

A full review of *Eagle One: Harrier Attack* is coming up next issue.

Video Gallery

PSM'S REGULAR
LOOK AT FOOTAGE
OF TOMORROW'S
GAMES

Colony Wars: Red Sun

PUBLISHER: 2000
STYLE: Space combat
PROGRAM: Rolling demo

This space combat game is the third in Psygnosis' successful series. In Red Sun, you play the part of a military agent and, unlike previous titles in the series, you are able to choose your own mission.



Team Buddies

PUBLISHER: 2000
STYLE: Strategy game
PROGRAM: Rolling demo

To join the Team Buddies, [a bunch of jelly bean shaped characters], who seem intent on colliding with each other in a kind of Worms-meets-Rico scenario. You're in charge of a team of buddies whose complementary gifts include locate, steal, medics, skills and even cybernetic powers.



Gran Turismo 2

PUBLISHER: 2000
STYLE: Racing sim
PROGRAM: Rolling demo

The biggest release of the year is getting ever closer, it really is. We promise you, you won't have to wait much longer. It's the one and only Gran Turismo 2, and another chance for you to watch the delicious Prostergheads rolling demo.

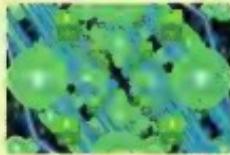
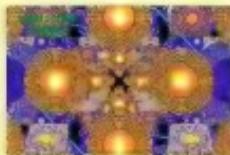


Micro Maniacs

■ PUBLISHER Codemasters
■ STYLE Racing game
■ PROGRAM Rolling arena

The latest instalment of the hugely successful Micro Machines series, Micro Maniacs is on its way. In a radical departure from previous Micro games, you'll no longer be racing round tracks in miniature cars or tanks, but

running foot races with little matters instead. Characters interact with their over-sized surroundings far more than was previously possible. They can run, jump, slide and climb as well as compete in Battle Modes, where characters use various fighting moves and special attacks. The demo spawns actual racers, so it charges every time you run it – just watch them little legs go.



YVJ

■ PUBLISHER 2000
■ STYLE Video soundtrack
■ PROGRAM Utility

Anyone who hungers for something a little more accessible than Music 2000 ought to check out YVJ. Load it up from the demo disc [using to select it from the menu] Then put in your favourite music CD, watch the pretty patterns and groove in time to the tunes.

The Micro Maniacs are far more agile than their vehicular counterparts. They can run, jump and climb just about anywhere.

NEXT MONTH'S DEMO DISC

NEXT MONTH'S DEMO DISC GAMES

- THE PROWLER RACING LEAGUE MANIA (24 HOURS)
- THE WAKI BURNER (16 HOURS) RENEGADE RAIDERS
- THE SUPERHEROES (24 HOURS) BILLIONAIRE STAMPE
- RUIN RACERS WITH BRAVE DARING (16 HOURS)
- WAH! WAH! KICKDOWN THON (WACKED) - IN OPEN TRACK FORM





gameplay.com

SALES HOTLINE 0113 234 0444

Mon-Fri 9am-8pm, Sat 10am-7pm, Sun 10am-6pm



SALE OFFER!

Get £10 off from
each game if you buy 3
or more until 31/1/01
Many of these offers are limited
stock so please hurry!

Watch us now on Open....

(Dry available on Pay Direct)



FREE 2nd
CLASS
DELIVERY
TO MOST AREAS
IN THE UK

ALL PLAYSTATIONS COME WITH ONE
COPY DUAL SHOCK PAD & A PLAYABLE DEMO CD

Dual Shock Pad & Any Game at £29.99 or less

PLAYSTATION,
PLAYSTATION,

PLAYSTATION

Dual Shock Pad & Modern Ops & I.M.A.G.E.

PLAYSTATION

2 Dual Shock Pads & 2MB MEMORY CARD

PLAYSTATION

AS ABOVE & ANY GAME AT £29.99 OR LESS

PLAYSTATION

AS ABOVE & ANY GAME AT £27.99 OR LESS

CALL

NINJA

TIGER

FIRE

ICE

WATER

WIND

EARTH

SUN

MOON

MAGNET

FLAME

FOR PLAYSTATION FOREVER

REBORN IN THE USA

EXCLUSIVE DUKE NUKEM DETAILS, STRAIGHT FROM THE PRESIDENT

OFFICIAL EXCLUSIVE!

The Duke game will be "much more serious" according to Erick Dykes, president of n-Space, developers of the all-new PS2 Duke Nukem game revealed in last month's *PSM*. "It's far too early to reveal the plot, but we will be establishing parts of the Duke backstory and revealing the history of an important character in Duke's life."

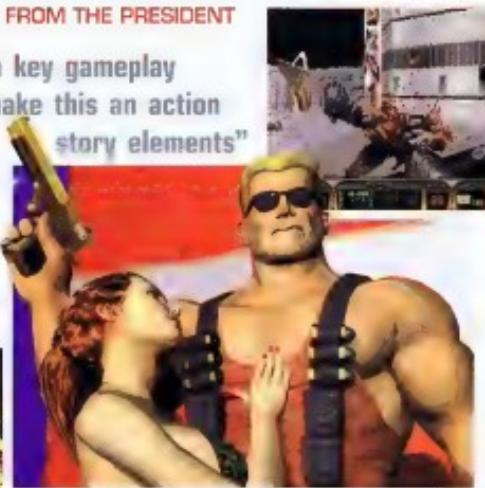
n-Space have been working on the title (in conjuntion with war in creators 3D Realms) for almost a year. "We're working on key gameplay issues at the moment," reveals Erick, "trying to make this an action game with strong story elements. There will be levels, but they'll flow more like acts in a movie than chapters in a book."

Speculation that this new project could be Duke Nukem Forever for PlayStation was crushed by Erick. "This is an entirely original game. The PC gaming experience is so different to the console one, that a straight port wouldn't do the game justice." But with the processing power of PS2, surely you'll be seeing some nice player action! Erick refused to be drawn. "That's it... to be determined - our current focus is on single-player. Wait and see."

Having finalised a publishing deal with

"We're working on key gameplay issues, trying to make this an action game with strong story elements"

Rockstar Games the development team has now been brought up to full strength and are continuing work on the story and preliminary concept. They also reckon they've got the jump on some other developers. "Our technology is already running on PS1 and that will help keep us focused on the important things, like gameplay." Already running on PlayStation? Come to be a fly on the wall at n-Space. ■



More guns, more ladies and more gore. More to the latest installment of Duke Nukem, heading to a next-generation console near you.

MORE PLANNED:

HERE COMES THE SUMMER

ELECTRONIC ARTS STUMP UP CRICKET 2000 FOR A SPRING RELEASE

Richie Benaud and David Gower step up to the crease to provide the commentary for EA's latest millennial sports fest. Yep, this time it's cricket, and you can bet your middle stump it'll be the usual EA Sports purode-

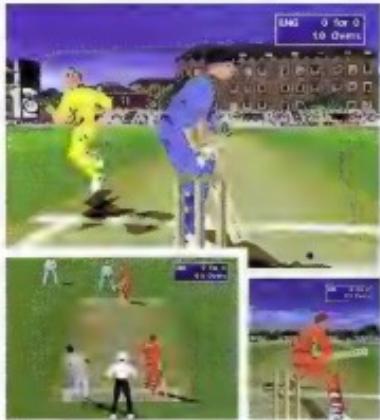
realistic affair, claiming better-than-on-the-telly presentation. The game's based on the 1999 World Cup, and features over 500 motion-captured armatures of pro international players. A great deal of time has been devoted to the development of the ball physics, which apparently

calculate the ball's bounce according to the way it was delivered by the bowler.

Cricket 2000 includes ambient stadium sounds (perfect for the audience and dubious cheering) and a variety of camera angles. Check out the stump cam for a worm's eye view, or the batter's cam to experience the sheer terror of a 100mph toss.

Since the teams are based on those from the 1999 World Cup we can also look forward to playing as the invincible England team. Or maybe not... ■

"Check out the stump camera for a worm's eye view, or the batter's cam..."



Your chance to triumph where the England squad have failed

A TO Z

KEY: ■ This indicates a Starplayer game ■ This indicates a Platinum title

COUNT 'EM, 592 GAME REVIEWS SQUASHED INTO SIX PAGES. THE PSM DATABASE - DON'T LEAVE HOME WITHOUT IT

A

ACE COMBAT 2

Sony PSX £39.99 PlayStation

Pilots your jet to victory, but unfortunately you can't shoot down the other jets.

ACTION MAN MISSION XTRIME

Interplay PSX £39.99 Action Man's first ever mission. You're given a mission, you've got to do it. Very cool.

ACTUA GOLF

Sony PSX £39.99 PlayStation

Electronic player selection available. Reminiscent of real-life golf.

ACTUA GOLF 2

Sony PSX £39.99 PlayStation

Boring, predictable, but fun. Do lots of shots.

ACTUA GOLF 3

Sony PSX £39.99 PlayStation

More or less the same as the previous two, but not as good.

ACTUA ICE HOCKEY

Sony PSX £39.99 PlayStation

Very ordinary game with some nice graphics, but no originality.

ACTUA ICE HOCKEY 2

Sony PSX £39.99 PlayStation

A little better, but still not as good as the others. Not as good as the first.

ACTUA SOCCER

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

O ACTUA SOCCER 2

Sony PSX £39.99 PlayStation

A little more fun, but not as good as the others.

ACTUA SOCCER 3

Sony PSX £39.99 PlayStation

A little more fun, but not as good as the others.

ACTUA SOCCER CLUB EDITION

Sony PSX £39.99 PlayStation

Boring, Action Man's first ever football game. Not much fun.

ACTUA TENNIS

Sony PSX £39.99 PlayStation

The game isn't very good, but it's a nice addition to the series.

ADIDAS PRIMOR SOCCER

Protech PSX £39.99 PlayStation

The game isn't very good, but it's a nice addition to the series.

ADIDAS POWER SOCCER 2

Protech PSX £39.99 PlayStation

There are better games around, but this has a few nice touches.

ADIDAS POWER SOCCER INT

Protech PSX £39.99 PlayStation

It's a nice game, but it's not as good as the others.

ADIDAS POWER SOCCER '96

Protech PSX £39.99 PlayStation

It's a nice game, but it's not as good as the others.

AGILE WARRIOR

Angels PSX £39.99 PlayStation

A good game, but it's not as good as the others.

AIRO COMBAT

Sony PSX £39.99 PlayStation

Many basic ideas from other titles, but it's not as good as the others.

AIR RACE

Sony PSX £39.99 PlayStation

A bit like a flight simulator, but not quite that.

AIR EVOLUTION GLOBAL

Sony PSX £39.99 PlayStation

Great idea, but it's not as good as the others.

AKUATIC SOCCER

Sony PSX £39.99 PlayStation

No comment, just another soccer game.

ALIEN TWILIGHT

Acclaim PSX £39.99 PlayStation

A fairly standard space shooter. One star for atmosphere and style.

ALL STAR SOCCER

Sony PSX £39.99 PlayStation

One star for the graphics, but not as good as the others.

ALL STAR TENNIS

Sony PSX £39.99 PlayStation

A bit like a flight simulator, but not as good as the others.

ALLIED GENERAL

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

ALONE IN THE DARK

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

ALUMINA

Playtech PSX £39.99 PlayStation

Learn as you play, the graphics are nice, but the game is a bit slow.

AMBERG RACING '97

Sony PSX £39.99 PlayStation

A bit like a flight simulator, but not as good as the others.

AMERICAN DRIFT

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMERICAN KART DUEL 2

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZING DREAMS

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZON FORTUNE XII

Sony PSX £39.99 PlayStation

A somewhat bland game, but nice graphics.

AMAZONIA

Sony PSX £39.99 PlayStation

A bit like a flight simulator, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but not as good as the others.

AMAZONIAN SMASH COURTTECH

Sony PSX £39.99 PlayStation

A decent game, but

CASTELVIANA:**SYNTHYK OF THE NIGHT**

PSX, PCF, PSM, SCD - 3D action-adventure

Puzzles and role play, lots of hidden rooms.

CASTRON HONDA SUPERBike RACING

PSX, PCF, PSM, SCD - Motocross game

You'll drive for a racing team, race 100+ tracks.

Lots of options for a racing team, lots of fun.

CENTIPEDE

PSX, PCF, PSM, SCD - 3D action game

Actions off the map, 20 missions later you'll be bored.

Requires disc.

CHAMPIONSHIP MOTOCROSS

PSX, PCF, PSM, SCD - Motocross game

Lots of tracks, lots of options, lots of fun.

You can race, it's probably the best of motocross.

CHESSMASTER 2

Windows, DOS, MAC - Chess game

It's not until you've played 100 games that you'll realize.

You can't win, it's probably the best of chess.

CHIEF

PSX, PCF, PSM, SCD - Downloadable game

You'll be the chief, you'll be the chief, you'll be the chief.

You'll be the chief, you'll be the chief, you'll be the chief.

CHICAGO RACING

PSX, PCF, PSM, SCD - Kart racing

After 100 races, you'll be the best of kart racing.

You'll be the best of kart racing, you'll be the best of kart racing.

CIRCUIT MECHANICS

Windows, DOS, MAC - Racing game

Actions, colors and sounds, lots about racing.

But with your choices.

CIVILIZATION II

Windows, DOS, MAC - 3D strategy

Lots of choices, lots of history, lots of strategy.

Lots of choices, lots of history, lots of strategy.

COLIN MCRAE RALLY

PlayStation, PCF, PSM, SCD - Racing game

Rally, lots of rally, lots of rally, lots of rally.

Lots of rally, lots of rally, lots of rally.

COLONY WARS

PlayStation, PCF, PSM, SCD - Space strategy

Killing and killing and killing, lots about space.

Killing and killing and killing, lots about space.

COLONY WARS - VENGEANCE

PlayStation, PCF, PSM, SCD - 3D space strategy

Lots of space, lots of space, lots of space.

Lots of space, lots of space, lots of space.

COMMAND & CONQUER

Windows, DOS, MAC - Military strategy

Actions, lots of actions, lots of actions.

Lots of actions, lots of actions, lots of actions.

COMMAND & CONQUER RED ALERT

Windows, DOS, MAC - Real-time war game

A hammer, a hammer, a hammer, lots of hammer.

A hammer, a hammer, a hammer, lots of hammer.

COMMAND & CONQUER RED ALERT RETALIATION

Windows, DOS, MAC - Real-time war game

Not about lots and lots, lots and lots.

Lots and lots and lots, lots and lots.

CONSTRUCTION

Windows, DOS, MAC - Management

A house, a house, a house, lots of house.

A house, a house, a house, lots of house.

COLD SHARKERS

PSX, PCF, PSM, SCD - Shoot-em-up

Hunting, hunting, hunting, lots of hunting.

Hunting, hunting, hunting, lots of hunting.

COLD SHARKERS 2

PSX, PCF, PSM, SCD - Shoot-em-up

Lots of shark, lots of shark, lots of shark.

Lots of shark, lots of shark, lots of shark.

CRASH BANDICOOT

PSX, PCF, PSM, SCD - Platform game

Lots of crash, lots of crash, lots of crash.

Lots of crash, lots of crash, lots of crash.

CRASH BANDICOOT 2

PSX, PCF, PSM, SCD - Platform game

Lots of crash, lots of crash, lots of crash.

Lots of crash, lots of crash, lots of crash.

CRASH BANDICOOT 3

PSX, PCF, PSM, SCD - Platform game

Lots of crash, lots of crash, lots of crash.

Lots of crash, lots of crash, lots of crash.

O CRASH TEAM RACING

PSX, PCF, PSM, SCD - 3D racing game

Lots of racing, lots of racing, lots of racing.

Lots of racing, lots of racing, lots of racing.

CREATURE SHOCK

PSX, PCF, PSM, SCD - Shoot-em-up

An early 3D shooter, lots of alien games and lots of alien games.

CRITICAL DEPTH

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

CRYPTOM

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

CHOCO

PSX, PCF, PSM, SCD - Platform game

A 3D platformer, lots of platformer, lots of platformer.

CHOCO CITY: ANGELS, THE

PSX, PCF, PSM, SCD - 3D action

Lots of action, lots of action, lots of action.

CRUSADER NO REMORSE

PSX, PCF, PSM, SCD - Shoot 'em up

The story's over, lots and lots of crusader.

CRYPT KILLER

PSX, PCF, PSM, SCD - Shoot 'em up

Lots of killer, lots of killer, lots of killer.

DESTREGA

PSX, PCF, PSM, SCD - Shoot 'em up

Lots of rega, lots of rega, lots of rega.

DESTRUCTION DERBY 2

PSX, PCF, PSM, SCD - Racing game

A car, a car, a car, lots of car.

DESTRUCTION DERBY 3

PSX, PCF, PSM, SCD - Racing game

A car, a car, a car, lots of car.

DESTRUCTION DERBY 4

PSX, PCF, PSM, SCD - Racing game

A car, a car, a car, lots of car.

DEATH STALKERS 3

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

DARK FORCES

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

DARKLIGHT CONFLICT

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

DARKSTALKERS 3

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

DARKSTALKERS 4

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

DEAD RAIL ZONE

PSX, PCF, PSM, SCD - Action

A 3D action game, lots of action game.

DEADLY ALIVE

PSX, PCF, PSM, SCD - 3D action game

Lots of alive, lots of alive, lots of alive.

DEATHTRAP DUNGEON

PSX, PCF, PSM, SCD - Action

A 3D action game, lots of action game.

DEFCON 5

PSX, PCF, PSM, SCD - Shoot 'em up

Lots of defcon, lots of defcon, lots of defcon.

DEMONLORD RACER

PSX, PCF, PSM, SCD - Racing game

Lots of racer, lots of racer, lots of racer.

DESCENT

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

DESCENT 2

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

DESPERATE

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

DESTROY

PSX, PCF, PSM, SCD - Shoot 'em up

A 3D shoot 'em up, lots of shoot 'em up.

DREAMS

PSX, PCF, PSM, SCD - 3D adventure

Lots of dreams, lots of dreams, lots of dreams.

DRIVER

PSX, PCF, PSM, SCD - 3D racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 2

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 3

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 4

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 5

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 6

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 7

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 8

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 9

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 10

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 11

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 12

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 13

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 14

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 15

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 16

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 17

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 18

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 19

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 20

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 21

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 22

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 23

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 24

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 25

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 26

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 27

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 28

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 29

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 30

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 31

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 32

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 33

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 34

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 35

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 36

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 37

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 38

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 39

PSX, PCF, PSM, SCD - Racing game

Lots of racing, lots of racing, lots of racing.

DRIVE 'EM UP OF THE MONTH 40

NAMCO MUSEUM VOLUME 5

SCSI (PC/MAC) \$30 - Rating: excellent
Another fine volume offering, but pretty fast for a Namco title.

NAMCO'S WARRIOR

SCSI (PC/MAC) \$20 - Rating: "M" (16)
A lot of action, but you'll move quickly.
Nice game though.

NASCAR '99

SCSI (PC/MAC) \$30 - Rating: good
A classic car racing game, but the race rules

NASCAR 2000

SCSI (PC/MAC) \$30 - Rating: great
A classic car racing game, but the race rules

NBA BASKETBALL 2000

PC/MAC (PS/PSX) \$60 - Rating: good
It's easy to score baskets, but it's not easy to make them. Still, it's a fun game of chance.

NBA IN THE ZONE 2

SCSI (PC/MAC) \$30 - Rating: good
A solid basketball game, but it's not original in terms of graphics, features, and evenness.

NBA IN THE ZONE '99

SCSI (PC/MAC) \$30 - Rating: good
This is a solid basketball game, but not especially new or very slick.

NBA JAM EXTREME

SCSI (PC/MAC) \$30 - Rating: good
Similar to "NBA Tournament," but on all the right tracks.

NBA JAM TOURNAMENT EDITION

SCSI (PC/MAC) \$30 - Rating: good
This is a solid basketball game, but not especially new or very slick.

NBA LIVE '96

SCSI (PC/MAC) \$30 - Rating: good
A solid basketball game, containing realistic graphics and smooth play.

NBA LIVE '97

SCSI (PC/MAC) \$30 - Rating: good
It's interesting, but it's not quite as smooth or realistic.

NBA LIVE '98

SCSI (PC/MAC) \$30 - Rating: good
Another great basketball game, but not especially new or very slick.

NBA LIVE '99

SCSI (PC/MAC) \$30 - Rating: good
It's a solid basketball game, but not especially new or very slick.

NBA PRO '96

SCSI (PC/MAC) \$30 - Rating: good
Finally, basketball fans get what they've been asking for: a solid game.

NEED FOR SPEED

SCSI (PC/MAC) \$30 - Rating: good
A solid racing game, but not especially new or very slick.

NEED FOR SPEED 2

SCSI (PC/MAC) \$30 - Rating: good
It's a solid racing game, but not especially new or very slick.

NEED FOR SPEED X

SCSI (PC/MAC) \$30 - Rating: good
It's a solid racing game, but not especially new or very slick.

NEED FOR SPEED: ROAD TO GLORY

SCSI (PC/MAC) \$30 - Rating: good
It's a solid racing game, but not especially new or very slick.

NEWMAN HAAS RACING

SCSI (PC/MAC) \$30 - Rating: good
A solid racing game, but not especially new or very slick.

NFL BLITZ

SCSI (PC/MAC) \$30 - Rating: good
One of the few solid additions, although far from some great football games.

NFL BLITZ 2000

SCSI (PC/MAC) \$30 - Rating: good
A solid football game, but not especially new or very slick.

NFL GAME DAY

SCSI (PC/MAC) \$30 - Rating: good
The best football game for PC/MAC users.

NFL QUARTERBACK CLUB '97

SCSI (PC/MAC) \$30 - Rating: good
A decent representation of American football that does nothing new.

NHL XTREME

SCSI (PC/MAC) \$30 - Rating: good
Fast for fast action, and fun aspects, but not especially new or very slick.

NHL '98

SCSI (PC/MAC) \$30 - Rating: good
A solid hockey game, but not especially new or very slick.

NHL FACE OFF '97

SCSI (PC/MAC) \$30 - Rating: good
It's not much fun than the NHL, but it's more intense.

NHL FACE OFF '98

SCSI (PC/MAC) \$30 - Rating: good
It's not much fun than the NHL, but it's more intense.

NHL POWER HOCKEY '96

SCSI (PC/MAC) \$30 - Rating: good
A solid power-hockey game, but not especially new or very slick.

NHL SHADOW OF DARKNESS

SCSI (PC/MAC) \$30 - Rating: good
It's not much fun than the NHL, but it's more intense.

NHL FEAR MOUNTAIN CLIMBING

SCSI (PC/MAC) \$30 - Rating: good
It's not much fun than the NHL, but it's more intense.

NUCLEAR STRIKE

SCSI (PC/MAC) \$30 - Rating: good
An interesting and varied weapon system, but not especially new or very slick.

NBA LIVE '96

SCSI (PC/MAC) \$30 - Rating: good
Another great basketball game, containing realistic graphics and smooth play.

NBA LIVE '97

SCSI (PC/MAC) \$30 - Rating: good
It's interesting, but it's not quite as smooth or realistic.

NBA LIVE '98

SCSI (PC/MAC) \$30 - Rating: good
Another great basketball game, containing realistic graphics and smooth play.

NBA PRO '96

SCSI (PC/MAC) \$30 - Rating: good
Finally, basketball fans get what they've been asking for: a solid game.

ODDWORLD: ABE'S EXODUS

SCSI (PC/MAC) \$30 - Rating: good
A sensible, yet bizarre and well-written puzzle game, but not especially new or very slick.

ODDWORLD: ABE'S ODYSSEY

SCSI (PC/MAC) \$30 - Rating: good
It's not as good as the first, but it's still a solid puzzle game.

O.D.E.

SCSI (PC/MAC) \$30 - Rating: good
A decent puzzle game, but not especially new or very slick.

OFF WORLD: INTERCEPTOR EXTREME

SCSI (PC/MAC) \$30 - Rating: good
It's not as good as the first, but it's still a solid puzzle game.

OLYMPIC GAMES

SCSI (PC/MAC) \$30 - Rating: good
It's not as good as the first, but it's still a solid puzzle game.

OLYMPIC SOCCER

SCSI (PC/MAC) \$30 - Rating: good
It's not as good as the first, but it's still a solid puzzle game.

OREGON BOOST

SCSI (PC/MAC) \$30 - Rating: good
It's not as good as the first, but it's still a solid puzzle game.

ONE

SCSI (PC/MAC) \$30 - Rating: good
It's not as good as the first, but it's still a solid puzzle game.

OVERBOARD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

OVERLOAD!

SCSI (PC/MAC) \$30 - Rating: good
A solid puzzle game, but not especially new or very slick.

TIGER SHARK

PSX - PEGI 12+ / 16+ **Rating: esp.**
A fast and ferocious shark with predators for
you to avoid.

TIGER WOODS '99

EA - AGES 12+ / G+ **Rating: esp.**

The expert golfer's golfing-themed series
will be a cut above the rest.

TILT

DST - PEGI 12+ / 16+ **Rating: esp.**
An excellent adventure, adding new gameplay
to classics.

TIME CRISIS

DST - PEGI 12+ / 16+ **Rating: esp.**
The previous installments' tight action has
been taken up a few notches.

TOTAL NO.1

SEGA - PEGI 12+ / 16+ **Rating: esp.**
A solid racing title with loads of fun.
Racing fans will be happy.

TOCA 2: TOURING CARS

Electronic Arts - AGES 12+ / G+ **Rating: esp.**
Excellent racing and the best-looking graphics
around.

TOCA 2: TOURING CARS

Electronic Arts - AGES 12+ / G+ **Rating: esp.**
The second instalment of the series is the best
racing game out there, and it's not even
total.

TOKYO MUGEN BATTLES

Frost - PEGI 12+ / 16+ **Rating: esp.**
Pleasantly unique battles with the added bonus that
you have to think tactfully.

TONER

DATA FIGHTERS - AGES 12+ / G+ **Rating: esp.**
Tuneful tunes and bright colors make this the
best puzzle shooter around.

TOMB RAIDER 2

Cave - PEGI 12+ / 16+ **Rating: esp.**
Avalanche's rougher, but far more refined, follow-up
is a must-buy.

TOMB RAIDER 3

Cave - PEGI 12+ / 16+ **Rating: esp.**
Avalanche's rougher, but far more refined, follow-up
is a must-buy.

UNHOLY WAR

Sierra - PEGI 12+ / 16+ **Rating: esp.**

Great game, however, but not much substance
for replay.

UMBRA RAIDERS - THE LAST REVELATION

Sonic - PEGI 12+ / 16+ **Rating: esp.**
A solid, if not particularly original, action-adventure
from the creators of the Tomb Raider series.

TONI MAKKINEN RALLY

Futura - PEGI 12+ / 16+ **Rating: esp.**
A solid rally game with some surprises.

TONI MÄKKINEN NEVER GOES

1-2 - PEGI 12+ / 16+ **Rating: esp.**
A solid rally game with some surprises.

TONY HAWKS SKATEBOARDING

Interplay - PEGI 12+ / 16+ **Rating: esp.**
A solid skateboard game, which could be
leading the way to a long-term skating game.

TOTAL DRIVIN'

Obsco - PEGI 12+ / 16+ **Rating: esp.**
A fast variety of races and cars, but it doesn't
have the same depth as other racing games.

TOTAL NBA '99

NDS - PEGI 12+ / 16+ **Rating: esp.**
The added convenience of accessibility and
simplicity. Turn, turn, turn dreams.

TUV STORY

Anthem - PEGI 12+ / 16+ **Rating: esp.**
Great variety, unique, addictive yet simple
gameplay, and a few nice twists.

TRANSPORT TYCOON

Orbital - AGES 12+ / G+ **Rating: esp.**
Set up your own transport empire. Masterfully
done, but it's still a bit.

TRAP RUNNER

Boomer - PEGI 12+ / 16+ **Rating: esp.**
It's about after that unrelenting trap. Well, that's not
the case here.

TRASH IT

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid puzzle game with some twists, like
one item items, etc.

TRIPLE PLAY 2000

EA - AGES 12+ / G+ **Rating: esp.**
A commendable continuation of the popular
baseball game.

TRUE PINBALL

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A commendable continuation of the popular
baseball game.

TUNNEL 02

Sierra - PEGI 12+ / 16+ **Rating: esp.**
Unusually good first-person shooter which increases
as you go along.

TWISTED METAL

SEGA - PEGI 12+ / 16+ **Rating: esp.**
Great game, though it's a bit too violent for its own
good.

TWISTED METAL 2

SEGA - PEGI 12+ / 16+ **Rating: esp.**
A solid follow-up to the first, though it's not quite
as good.

U**UEFA CHAMPIONS LEAGUE**

Sierra - PEGI 12+ / 16+ **Rating: esp.**
Witness the action, power, and skill of
the world's best players.

**V****VANISH HEARTS**

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid, solidly made, and visually appealing
adventure game.

**VENTURE OF THE MONTH**

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A great blend of puzzle, adventure, and strategy,
with lots of fun.

**WARCRAFT 2**

Blizzard - PEGI 12+ / 16+ **Rating: esp.**
Great game, though it's a bit too violent for its own
good.

WB BASEBALL

Warner Bros. - PEGI 12+ / 16+ **Rating: esp.**
A solid baseball game, though it's a bit too violent
for its own good.

**WARS OF DECEPTION**

EA - PEGI 12+ / 16+ **Rating: esp.**
A solidly made, though it's a bit too violent for its own
good.

WARSHIPS

SI - PEGI 12+ / 16+ **Rating: esp.**
A solid naval combat game, though it's a bit too
violent for its own good.

WARTHOG

EA - PEGI 12+ / 16+ **Rating: esp.**
A solid, solidly made, and visually appealing
adventure game.

WALL: BEACH VOLLEY HEROES

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid beach volleyball game with some
interesting twists.

WARRIOR

Sierra - AGES 12+ / G+ **Rating: esp.**
A solid, solidly made, and visually appealing
adventure game.

WATER BOXING

JVC - PEGI 12+ / 16+ **Rating: esp.**
A solid water boxing game with some
interesting twists.

WATER BOXING 2

JVC - PEGI 12+ / 16+ **Rating: esp.**
A solid water boxing game with some
interesting twists.

WEAPON POINT

SI - PEGI 12+ / 16+ **Rating: esp.**
A solid point-and-click game with some
interesting twists.

WEIRDOS

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 2

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 3

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 4

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 5

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 6

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 7

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 8

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 9

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 10

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 11

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 12

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 13

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 14

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 15

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 16

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 17

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 18

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 19

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 20

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 21

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 22

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 23

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 24

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 25

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 26

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 27

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 28

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 29

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 30

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 31

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 32

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 33

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 34

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 35

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 36

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 37

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 38

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 39

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 40

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 41

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 42

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 43

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 44

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 45

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 46

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 47

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 48

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 49

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 50

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 51

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 52

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 53

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 54

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 55

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 56

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 57

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 58

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 59

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 60

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 61

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some
interesting twists.

WEIRDOS 62

Sierra - PEGI 12+ / 16+ **Rating: esp.**
A solid weirdo game with some<br



PlayStation Magazines Retail Directory

To advertise in the Retail Directory or anywhere else in this magazine
please contact PMB James or Darren Grattan on 01225 443264



SCOTLAND

SOFTWORLD

157 Victoria Park, Edinburgh
Telephone 0131 226 9328
Fax: 0131 226 9450
Unit 104, Polaris Centre, Pollock
Road, Glasgow G15 8RS
Telephone 0141 956 4494
Fax: 0141 956 4494

NORTHERN IRELAND

Select Games

111 Castle Street, Belfast, Northern
Ireland, BT7 1QH
Tel: 01232 254753

Software World

157 Victoria Park, Edinburgh
Telephone 0131 226 9328
Fax: 0131 226 9450
Unit 104, Polaris Centre, Pollock
Road, Glasgow G15 8RS
Telephone 0141 956 4494
Fax: 0141 956 4494

NORTH WEST

PlayStation Repairs

PlayStation Repairs
For all your PlayStation repairs.
Please call for free, no obligation quote.
The EASY WAY TO REPAIR YOUR PLAYSTATION

SOUTH WEST

Console Connections

103 Victoria Square, Frome, Somerset BA11 1PS
01373 830016 Email: connections@btconnect.com

Star Choice

For all your PlayStation repairs and
accessories in fast, reliable service.
New and second hand. 20 years experience.
EVEYTHING YOU NEED!
Main Unit, Controller, Memory Card, Games,
PS2, PS3, PS4, PS5, Games, Memory Card, Games,
PS2, PS3, PS4, PS5, Games, Memory Card, Games,

SOUTH EAST

Funhouse

Croydon, Kent CR0 5BL
0181 650 8200
Email: funhouse@btconnect.com

Compare
our
prices

**BARKING MAD**

No gimmicks,
no membership

A Barks Litter Activity Centre

Amen Man.....C199

Barney & Eddie.....C199

Beany & Jiggy.....C199

Boozy Booz.....C199

Cartoonopolis.....C199

Cartoon Racing.....C199

Cartoon & Computer.....C199

Cartoonists.....C199

Constructor.....C199

Cross Borders.....C199

Cutter Type.....C199

Dangerous Race.....C199

Deserted.....C199

Die Hard Trilogy.....C199

Disney's Magical Tetris.....C199

EA Triple Volume 1.....C199

EA Triple Volume 2.....C199

EA Triple Volume 3.....C199

EA Triple Volume 4.....C199

EA Triple Vol 5.....C199

EA Premier League Football.....C199

EA Sports 2000.....C199

EA Sports 2001.....C199

Fighting Force 3.....C199

Final Fantasy VII.....C199

Formula 1.....C199

Formula 1000.....C199

Formula One W.....C199

Formula One W.....C199

Formula 1000.....C199


PlayStation
 PlayStation
magazine

Mar '00 #50

Next Month

Full-On PlayStation Gaming!

NEW MIL
NEW P

ON WEDNESDAY FEBRUARY 16
PLAYSTATION POWER
SIMPLY BECOMES POWER.

**WITH MORE TIPS, MORE
PREVIEWS, MORE...**

n PlayStation Power

LENNIUM OWER

PLAYSTATION2 AND MORE
REVIEWS, IT'S THE BIGGEST,
MOST EXCITING PLAYSTATION
MAGAZINE EVER.
NEW NAME, SAME AIM.

WIN! TASTY WU-TANG TREATS



In a supreme act of generosity, Activision are giving away hip-hop masters Tim Wensel's decks to celebrate the release of Wu-Tang's *Taste The Pain*. Our lucky reader will receive the following decks as actually used on the record:

Table Top Decks:

- PIONEER DJM-2000 Professional digital DJ mixer/controller
- 2 x PIONEER Professional direct drive turntables
- Plus a set of limited edition Wu-Tang jerseys.

Another 500 winners will each receive Wu-Tang jerseys. Be stoked - a chance of winning, and your answer to the question below on a postcard to us. *Wu-Tang Comp 35* at the usual address. And that question is...

Q. How many people are there in the Wu-Tang Clan?

Activision's Wu-Tang's *Taste The Pain* competition #35. Enter static #35 - 250 readers and bechets of consecutive issues. Thanks to Positive Records Inc. (N.Y.) for the records.



AND FINALLY...

My Development Hell

Text: Nick Ellis
Illustration: Stuart Harrison

THE PLOT THICKENS EVEN MORE WITH POWER DOG FOOD, DUBIOUS DEMOS AND A MARKETABLE IDEA...

Geello and welcome – NOT the same thing! – to Part The Fourth of my ever-insightful peek into the microscope of videogame design. This month? The dog moves! And so do I.

Tuesday, 7 December

Great news! I've picked myself up from my temporary sleeping bag home (next to the office water cooler) and moved into a bedsit in West London. Games, to be exact. It's a bit small, but generally pretty decent. There's actually a really good 24-hour shop nearby which sells Pot Noodles – the staple diet of a semi-insomniac videogame producer. Anyway. Do you want to hear about my life? Do you? Let me know if you do. Usual address.

Wednesday, 8 December AM

On my way into work, I was reviewing some of your comments about The Game so far. In fact, I mustn't have made it clear that I wanted your comments, because I only got one! From Alex in Liverpool. He suggested

the name Lothar's Dog Days, which is quite good, but sounds to me more like a future sequel in which Lothar goes off on a separate adventure or something. At the moment, I'm leaning more towards Lothar's Wonderdog! With the escalation mark, of course.

Wednesday, 8 December PM

The programming team call a meeting to show everyone a working technical demo of Lothar's "look and movement". But, I have to say, it's all wrong. The main problem is he's on all fours! I try to explain that he should be more anthropomorphic, but only producer Phil knows what it means. "You mean like Crash Bandicoot?" says graphics guy Keith. I tell him I don't really, just that, y'know, he has to be on two legs. If you're to think of him as a sort of hard-boiled American GI or something, Mark looks all round. The drawing board beckons. One good thing, however, is Keith's designs for Lothar's various types of Power Dog Food. Spleen & Tomato makes him bigger and able to move heavy objects. Bladder & Cheese makes

him small and able to fit into tiny places, and Cliff Deluxe turns him into Ultra-Lothar, who is invincible for a short time. I say we need at least five more.

Thursday, 9 December

Today, I'm dismayed to learn the design team have been working on a technical demo for Harball the Cat (the previously rejected character). No-one can tell me why (but then producer Phil calls me in for a chat. This, ladies and gents, is the standard shorthand to say that things aren't going too well). Phil says that my "input" has been far from ideal and that, in the absence of my inspiration, everyone has decided that the game should feature both characters – Lothar and Harball. I'm a bit put out, but then something magical happens! I come up with a class innovation: what if the game could incorporate two players – on one PlayStation – at the same time, each controlling a separate character?



Think of something. I say like a cross between Final Fight and, say, Tomb Raider. A combination of puzzle-solving and arcade action! Each character has his own power-foods and the two must cooperate to progress. Phil loves it. He says it's original and extremely marketable – something about an ideal male-female combination. Progress!! ■

NEXT MONTH: Demos, level design, a new character, cigar sponsorship, and a surprise resignation! Gulp!

NEXT MONTH

PLAYSTATION 2000

TIME TO GET VERY EXCITED INDEED AS WE RAMP UP OUR PS2 COVERAGE
WITH EXCLUSIVE INSIDER INFO OF SONY'S PLANS FOR THE NEW CONSOLE...

PLUS! Toca: World Touring Cars – world exclusive preview • Fear Effect: The new Dragon's Lair or the future of games? • Driver 2 – the latest news! • Those bonkers Japanese peripherals • Video footage of MediEvil 2 • Die Hard Trilogy 2 review • Playable Le Mans 24 Hours demo • And loads more!



ISSUE 56 ON SALE WEDNESDAY 23 FEBRUARY

Watch found in launderette

All-Night-Bright Launderette, Notting Hill Gate

What was that glow under the spin dryer? Your Lorus Fusion with Vividigi display? Looks like it was suds resistant as well as water resistant. Left by man in chauffeur's uniform and woman in tiara who stripped and washed their clothes last Saturday at 2am Call Beryl on (01628) 410 371



FUSION
by LORUS

WWW.BEKO.CO.UK